



"Broke His Crown"

1034-234

Final Board

Date 09/09/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/09/15
- ☒ Final Board

Adventure Time Created by
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Supervising Director
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Storyboard by
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& Ako Castuera

Animation Studio
SAEROM

SEP 18 2015

1034/234

1034/234

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ADVENTURE TIME



Sc. 02

Pnl. A

Bg.

Page 01

day night

No sc. 1



Dialog:

Action:

Timing:

SEP 18 2015

EPISODE #

Production:

1034-234

1034/234

1034/234

1034/234

ADVENTURE TIME



Page 2

Sc. 2 CONT

Pnl. B

Bg.

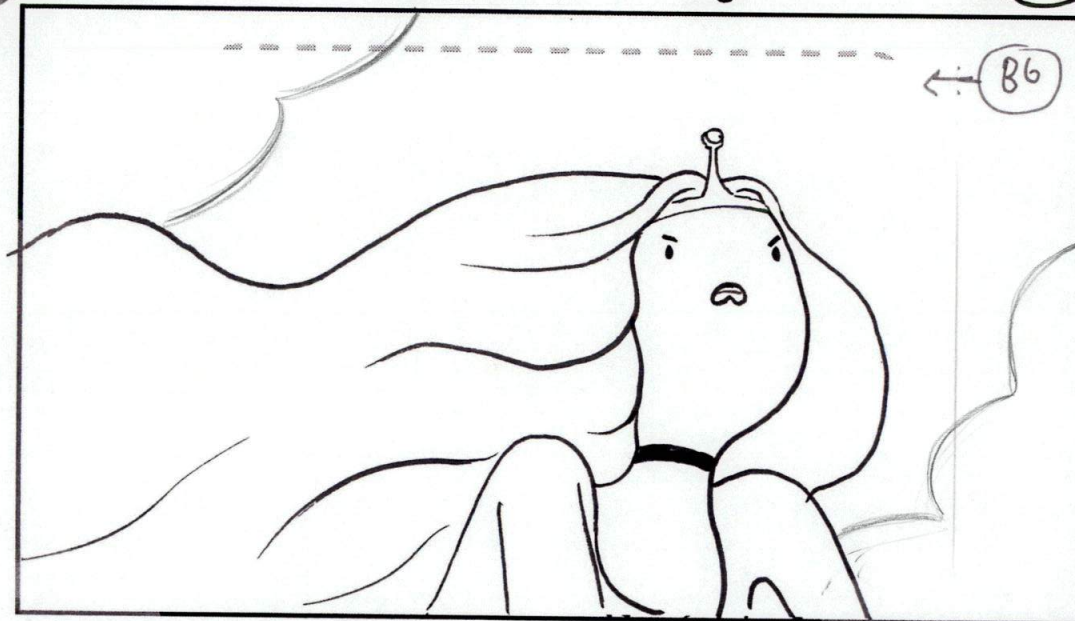
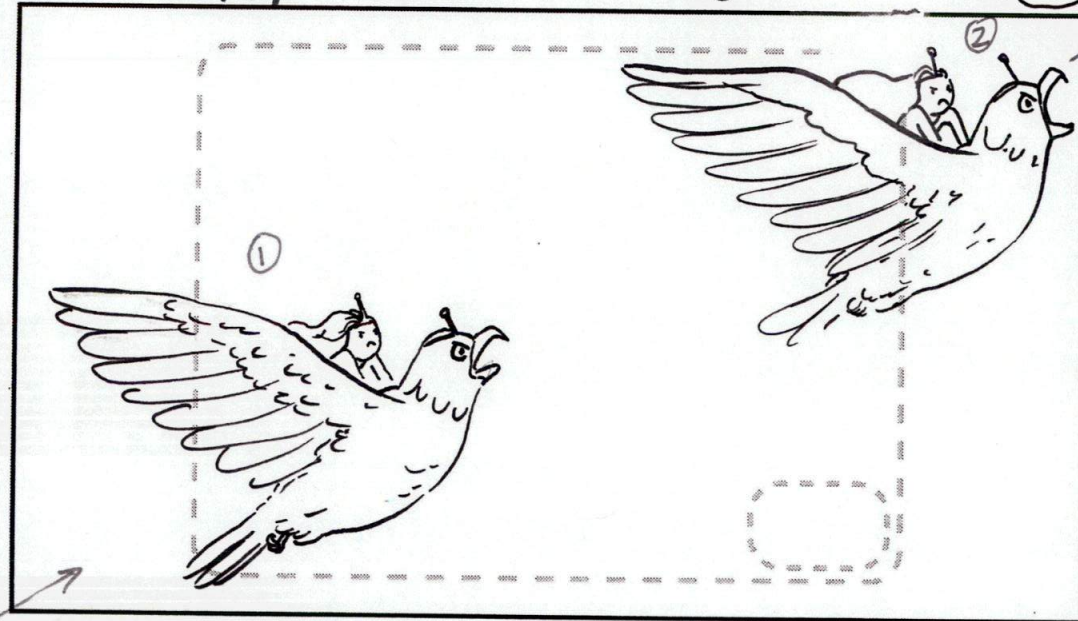
day night

Sc. 03

Pnl. A

Bg.

day night



Dialog:

PRINCESS
BUBBLEGUM

I can't believe I let you talk me into this. (PB) It's not like I have a lot of free time, you know!

Action:

-morrow glides in w/PB on back AND OFF/S.

SEP 18 2015

Timing:

EPISODE #

1034-234

1034/234

Production:

1034/234

1034/234

2

1034/234

ADVENTURE TIME

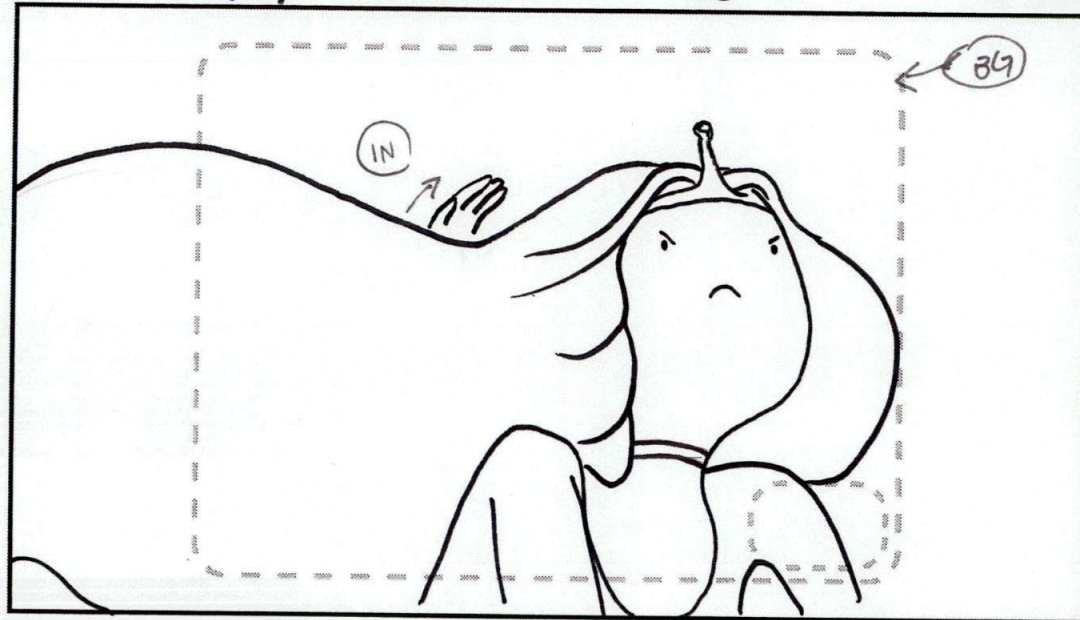


Page 3

Sc. 3 *CONT* Pnl. B

Bg.

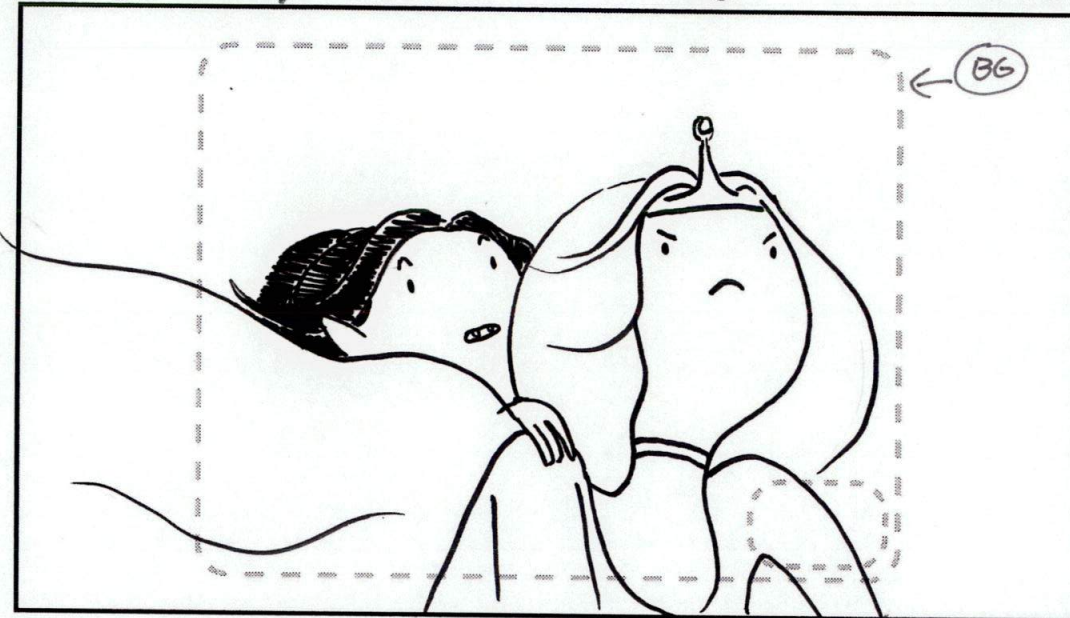
day night



Sc. 3 *CONT* Pnl. C

Bg.

day night



(M) Peebs. You work too much!

Action: - HAND REACHES ON/S.

- MARCELINE PUSHES DOWN PB'S HAIR.

Timing:

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EPISODE #

1034-234

1034/234

1034/234

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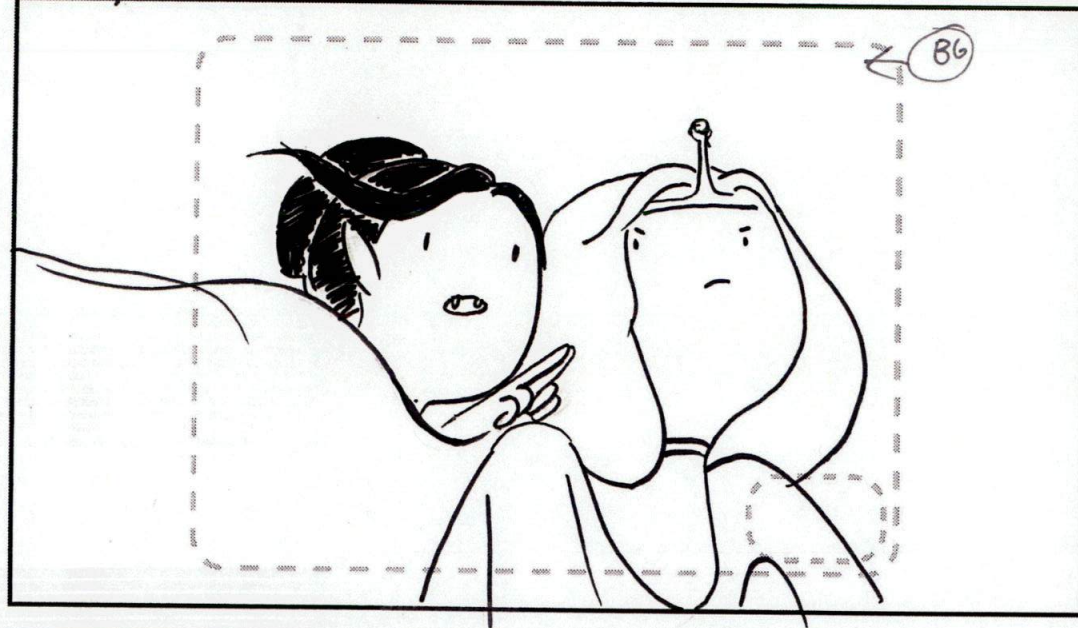


Page 4
day night

Sc. 3 CONT Pnl. D

Bg.

day night

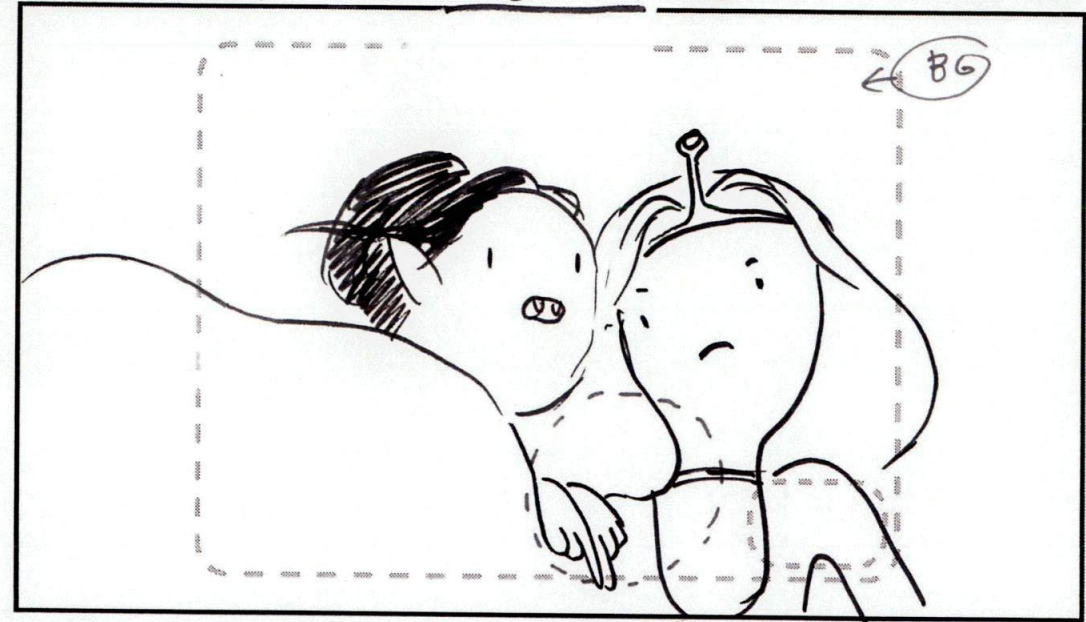


Sc. 3 CONT

Pnl. E

Bg.

day night



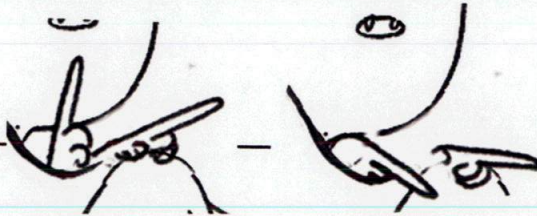
Dialog:

① Imagine --

① a pizza .

SEP 18 2015

Action:



Timing:

②

③

- marcy draws a circle in the air with her fingertips. SEP 8 2015

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EPISODE #

1034-234

1034/234

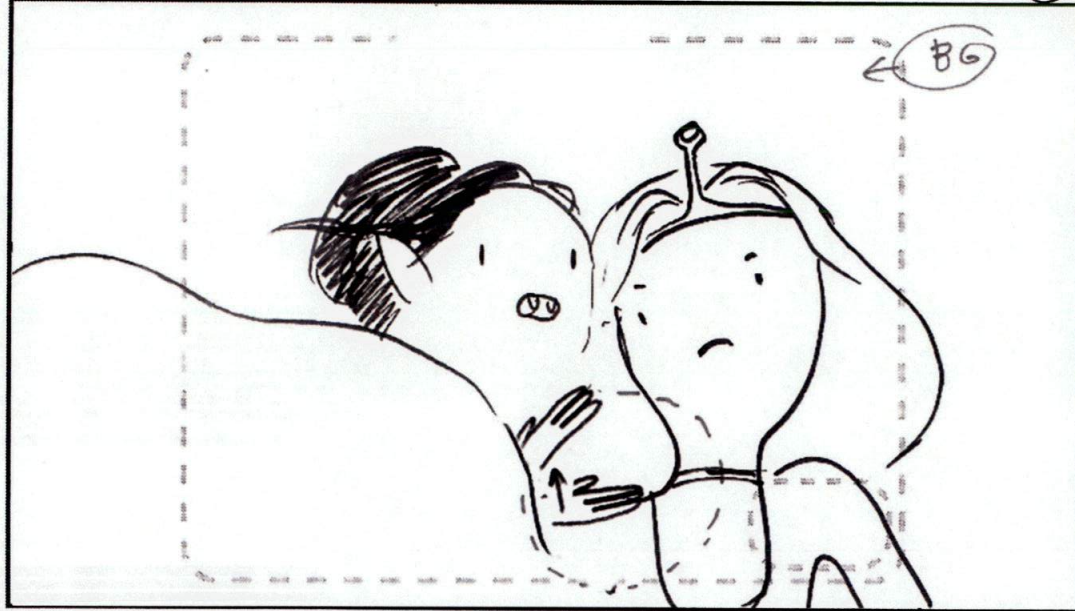
1034/234

ADVENTURE TIME

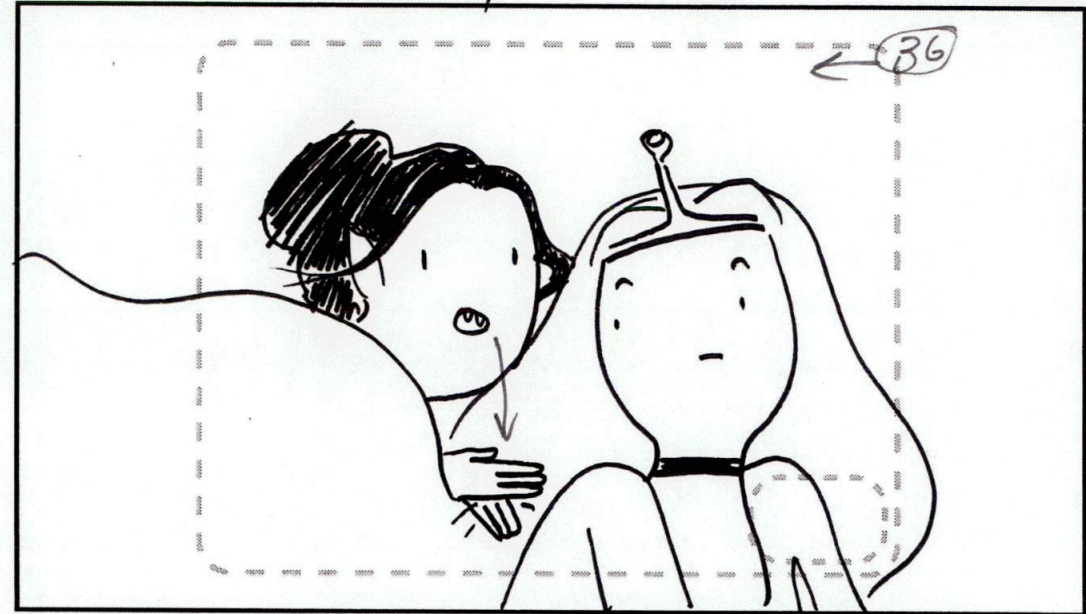


Page 5
day night

Sc. 3 CONT Pnl. F Bg. day night



Sc. 3 CONT Pnl. G Bg. day night



Dialog:

(M) only --

(M) half should be business

Action:

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Timing:

EPISODE #

1034-234

1034/234

Production:

1034/234

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ADVENTURE TIME



Page 6

Sc. 3 *CONT*

Pnl. H

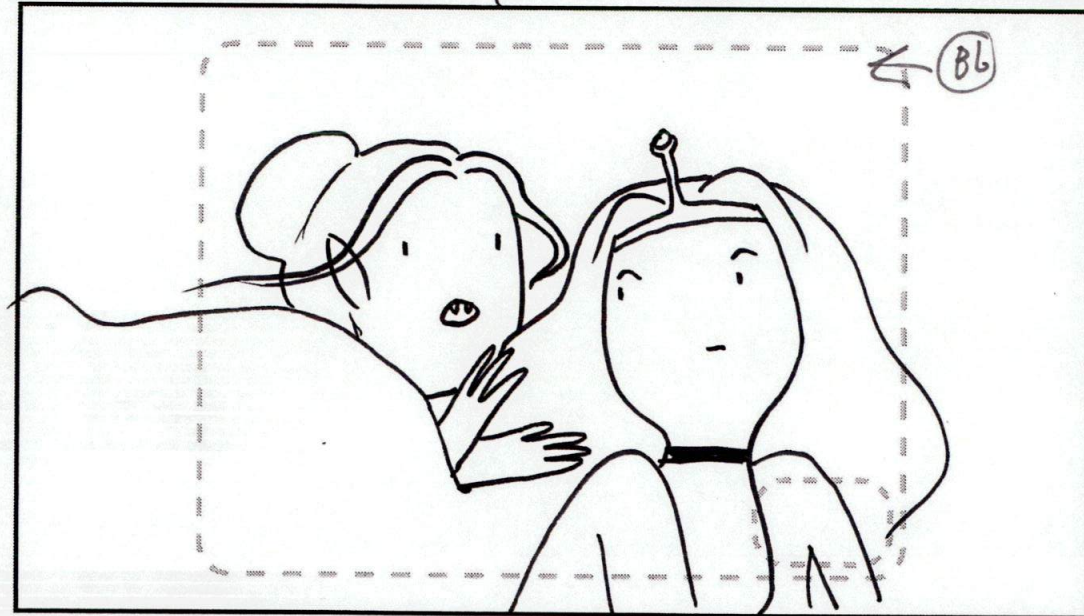
Bg.

day night

Sc.

Bg.

day night



no sc. 4

Dialog:

(M) the Rest should be Personal.
Personal. Pizza.

Action:

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Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

ADVENTURE TIME



Page 7

Sc. 5

Pnl. A

Bg.

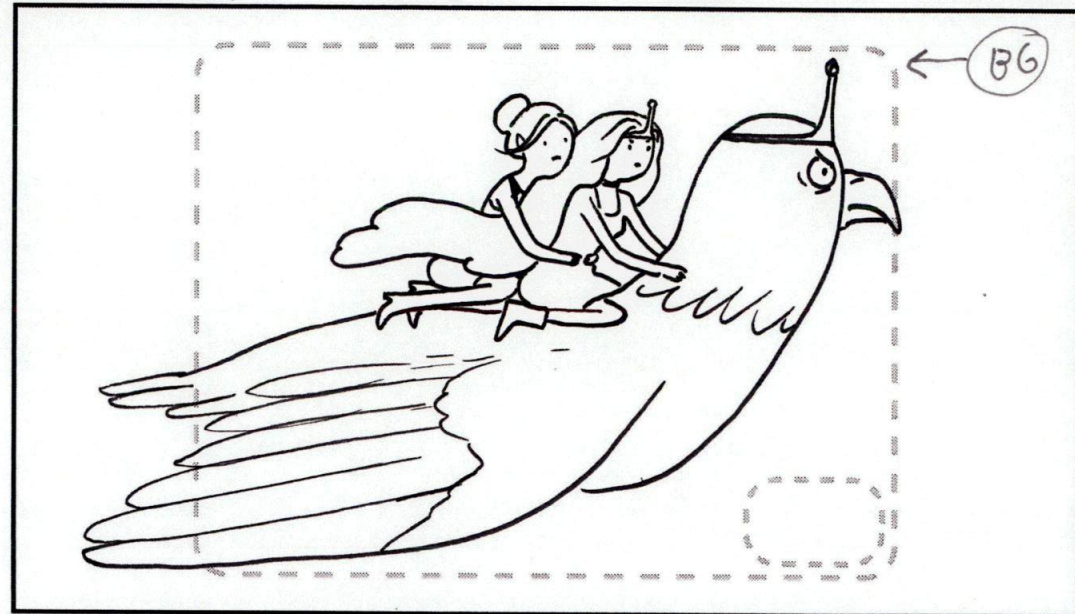
day ☒ night

Sc. 5 *CONT*

Pnl. B

Bg.

day ☐ night



Dialog:

(Pg) Yuck.

Action:

cycle (A) (B)

Timing:



SP

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EPISODE #

Production:

1034-234

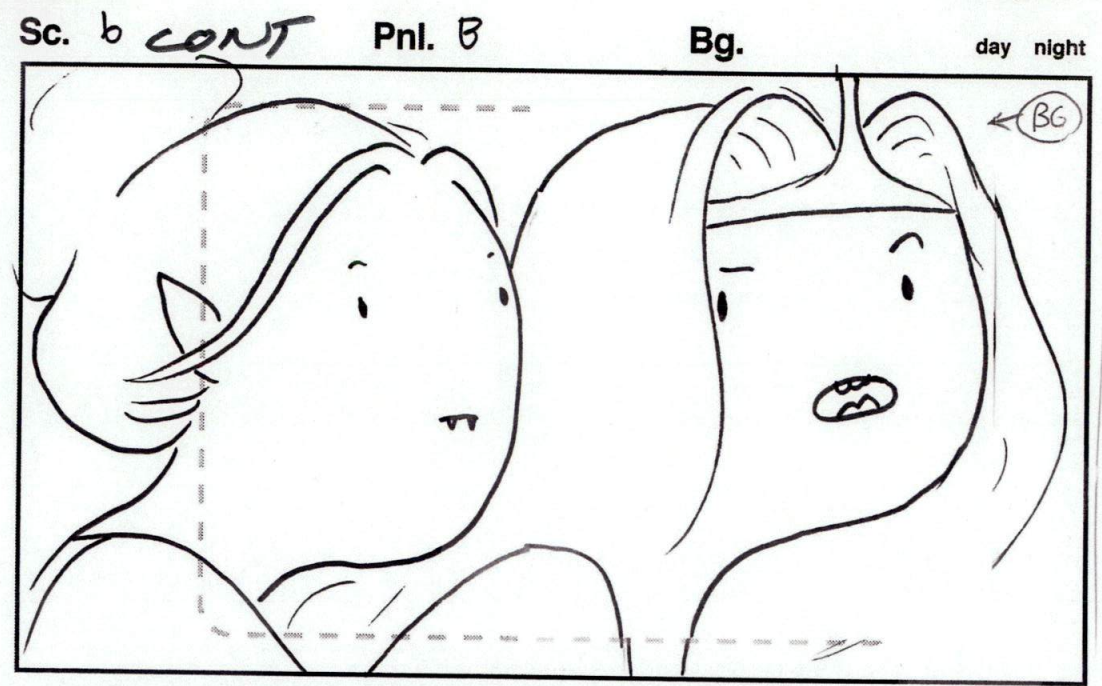
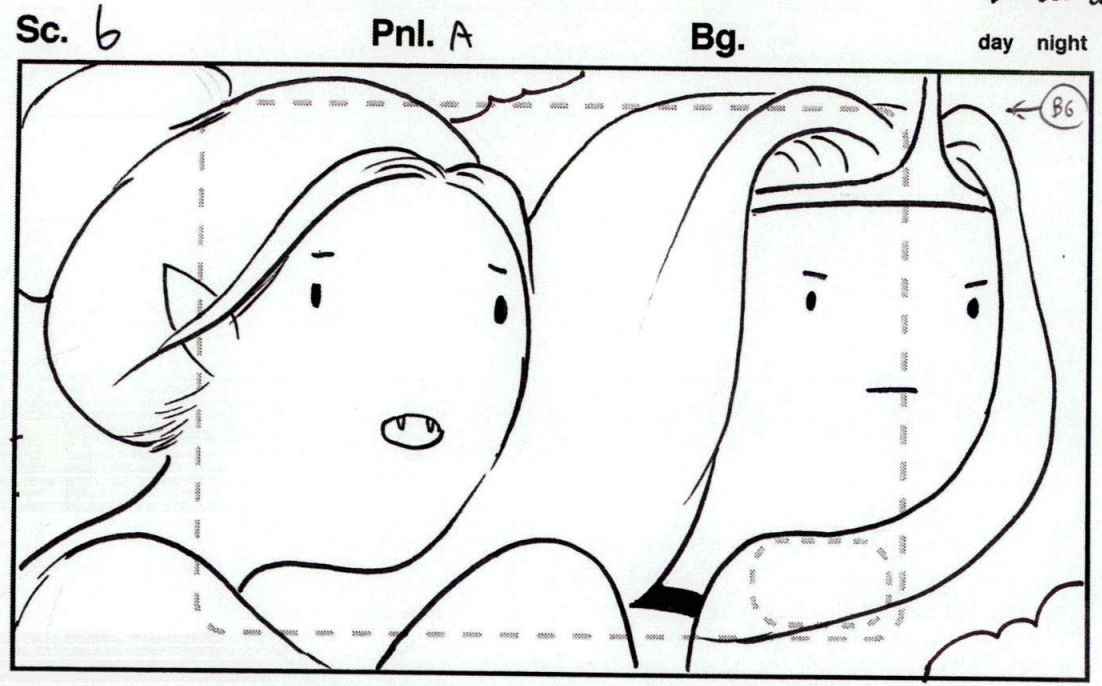
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ADVENTURE TIME



Dialog:
(M) try to have fun tonight.
(PB) with the ICE KING?
Action:
SEP 18 2015
Timing:

EPISODE # 1034-234

Production:

1034/234

ADVENTURE TIME



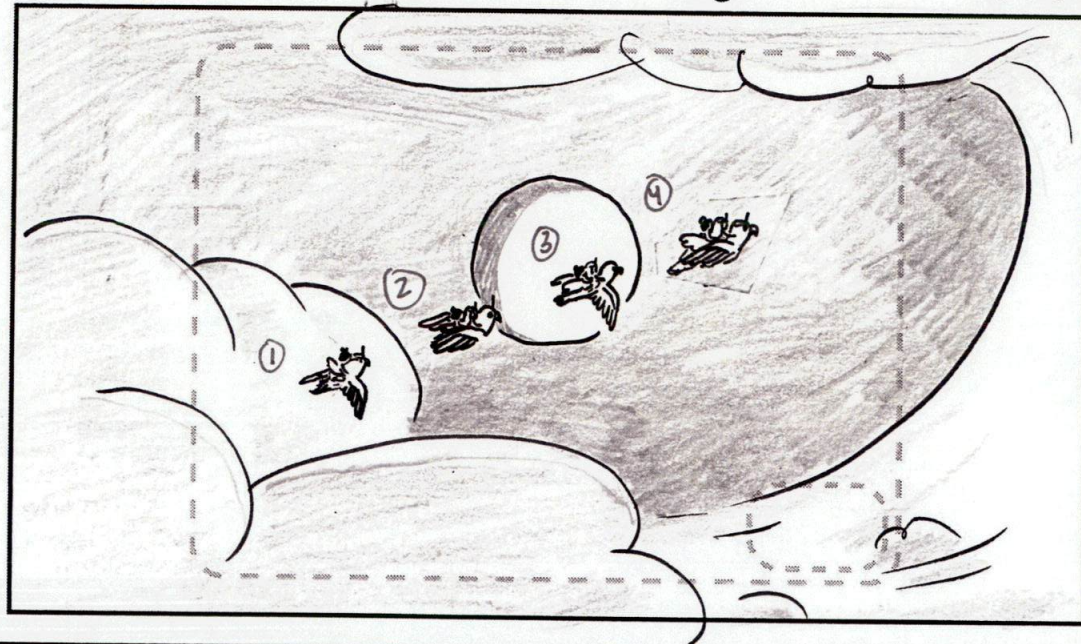
Page 9
day night

Sc. 7

Pnl. A

Bg.

day night

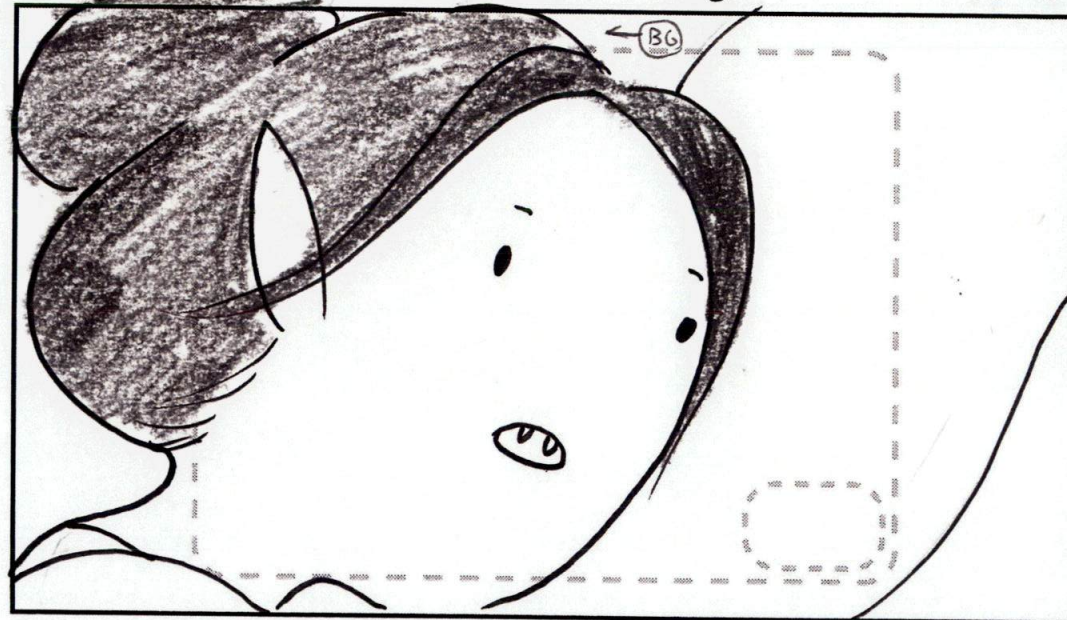


Sc. 8

Pnl. A

Bg.

day night



Dialog:

(P8) Not in your everlasting life time, girl-friend (M) I wish you would call him Simon.

Action:

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Timing:

EPISODE #

Production:

1034-234

1034/234

1034/234

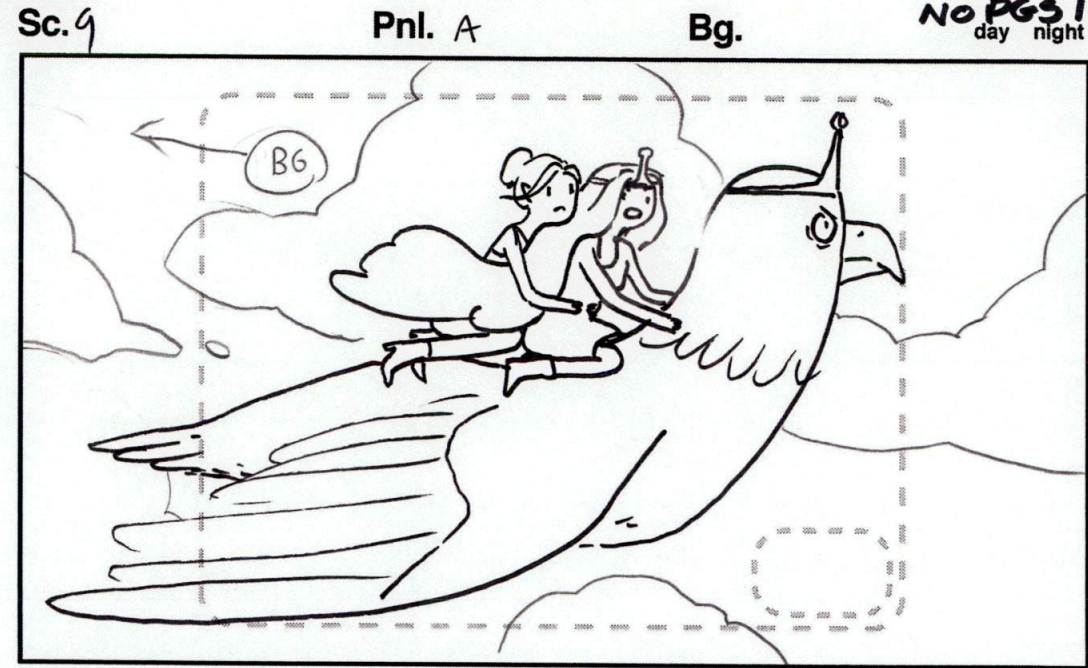
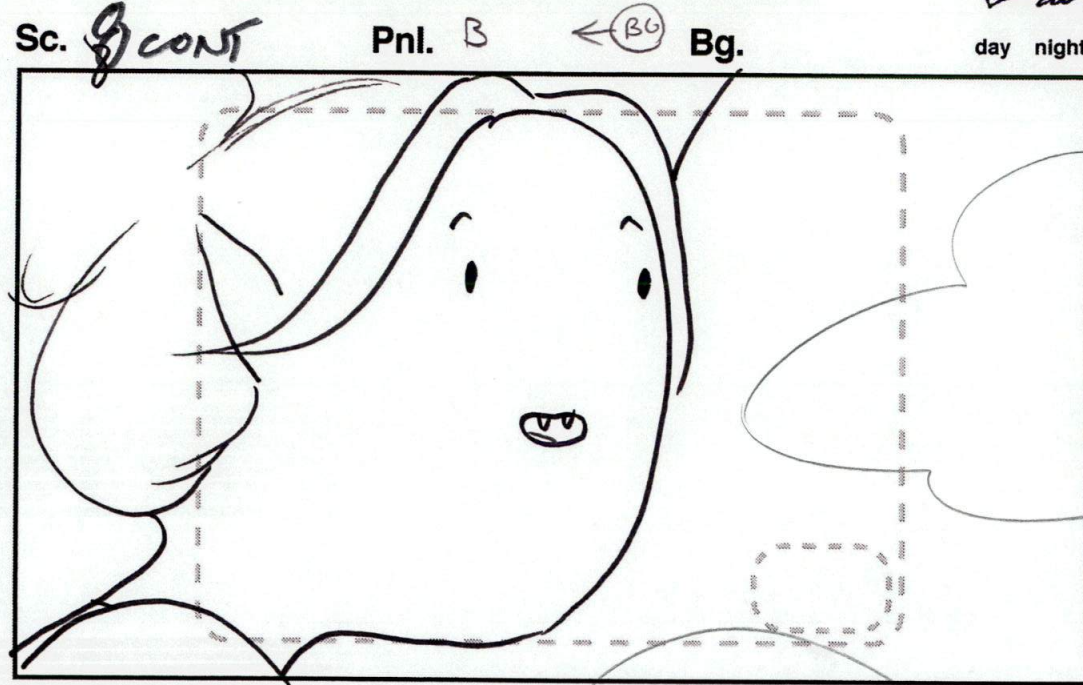
1034/234

ADVENTURE TIME



NO SC'S
10-11

Page 10
NO PGS 11-12
day night



Dialog:

M he's actually kinda sweet and funny, PB he's trash!

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production:

1034/234

ADVENTURE TIME

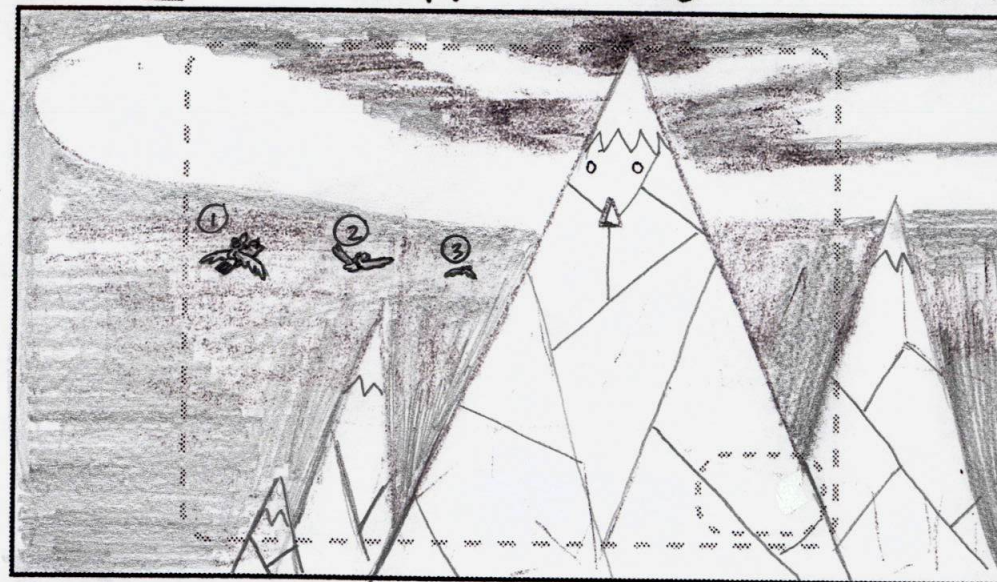


NO SC 13

Page 13
NO PG-14
day night

Sc. Pnl. Bg.

day night Sc. 12 Pnl. A Bg.



Dialog:

m/ Well, I still care about him.

Action:

-morrow IN flies toward IK's hair

Timing:

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EPISODE #

1034-234

Production:

1034/234

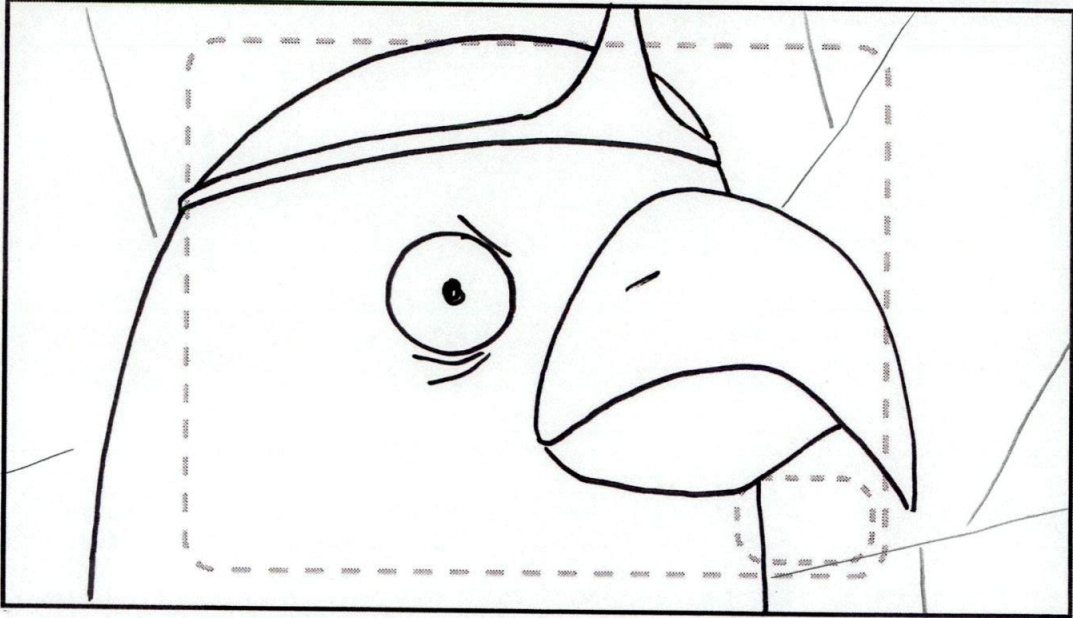
1034/234

1034/234

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 14 Pnl. A Bg. day night



Dialog:
Action:
Timing:

SEP 18 2015

EPISODE # 1034-234

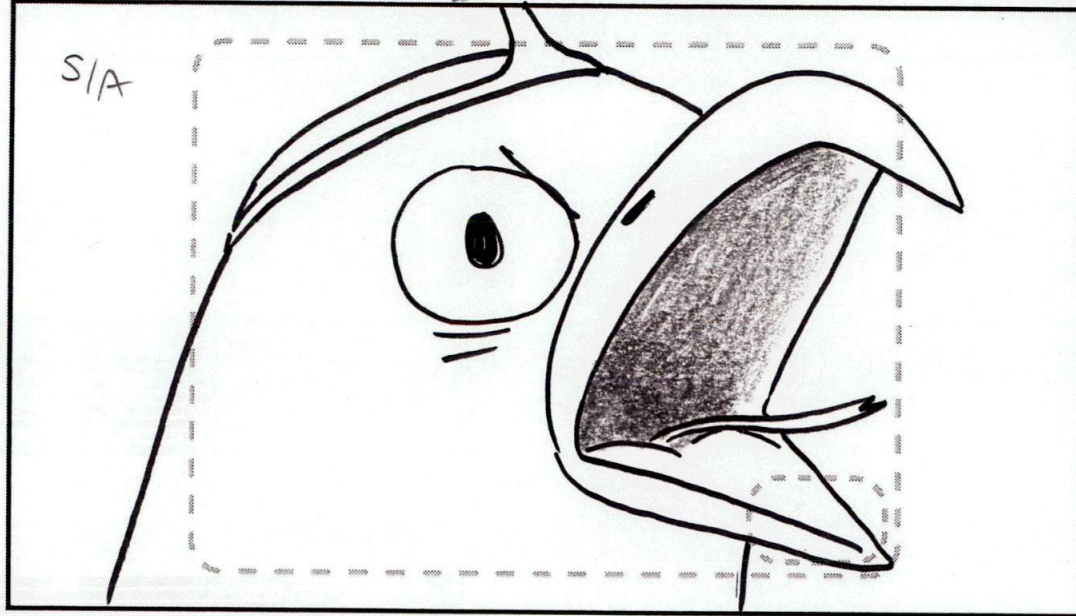
Production:

ADVENTURE TIME

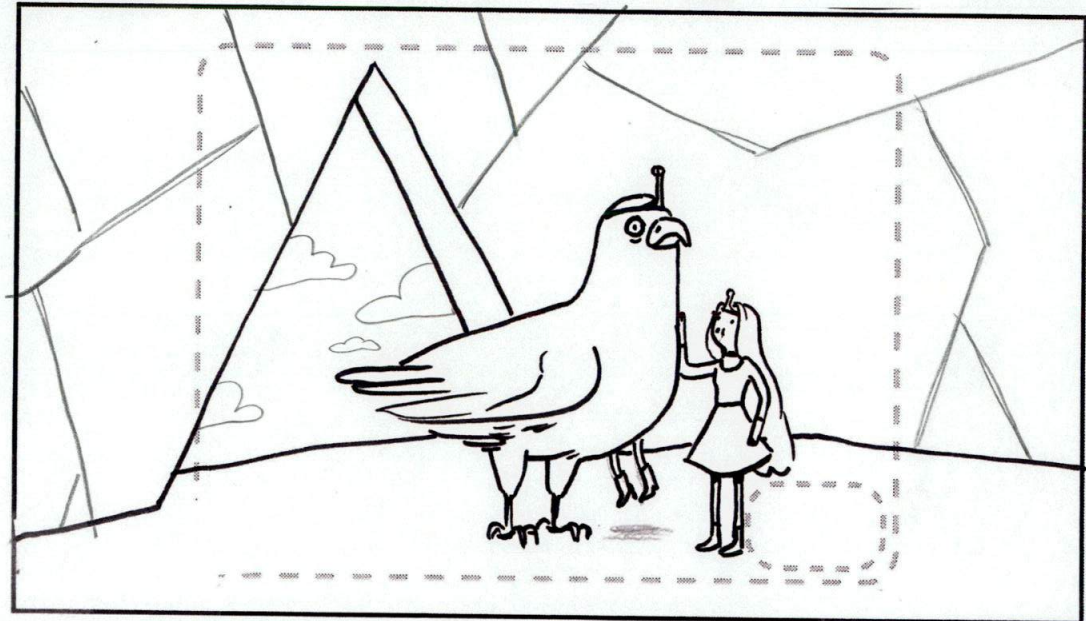


Page 16

Sc. 14 CONT Pnl. B Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:

(M) AWRK!!

Action:

(A) (B) (A)

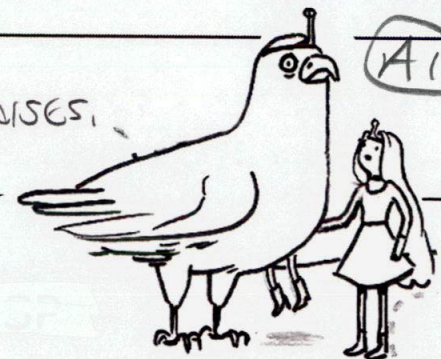
Timing:

(PB) COOO COOO

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- PB MAKES PIGEON NOISES.

MAKING IPAT
TWO PATS R (A2)



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Production:

1034/234

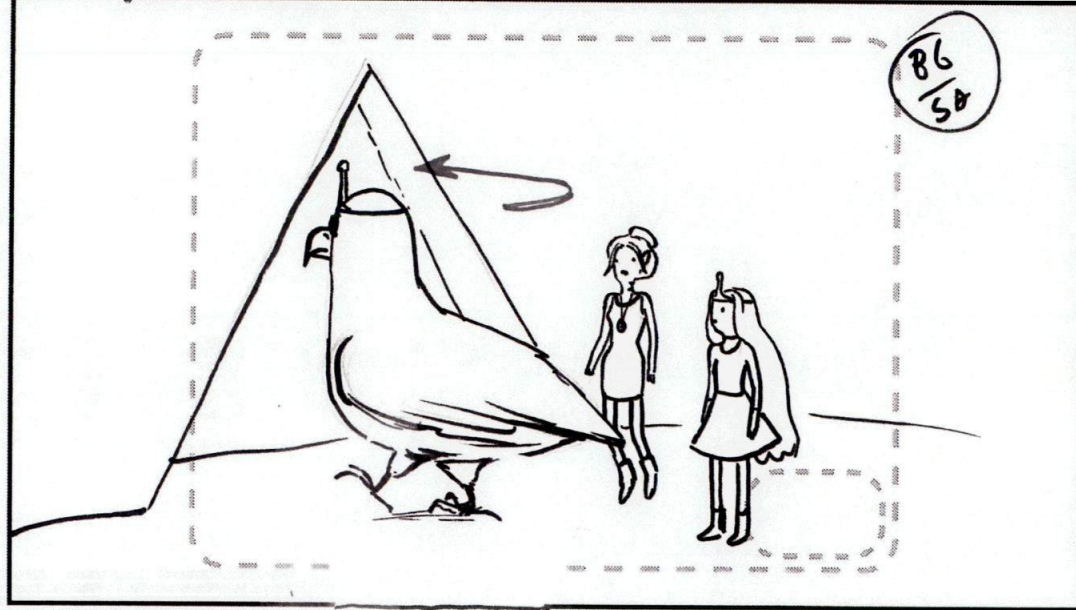
1034/234

ADVENTURE TIME

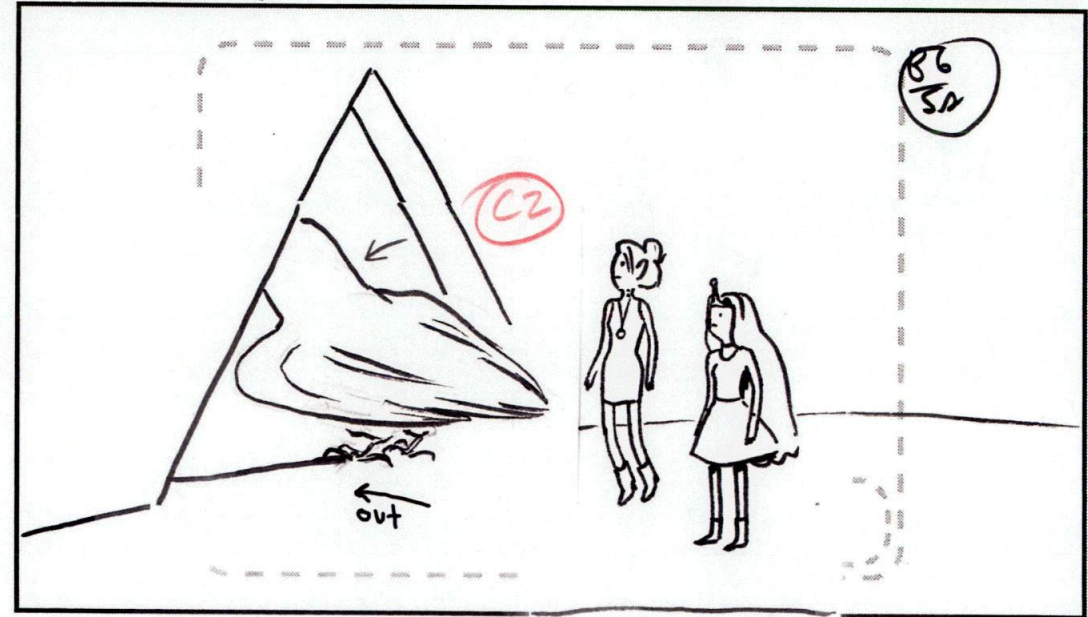


Page 17

Sc. 15 CONT Pnl. B Bg. day night



Sc. 15 CONT Pnl. C Bg. day night

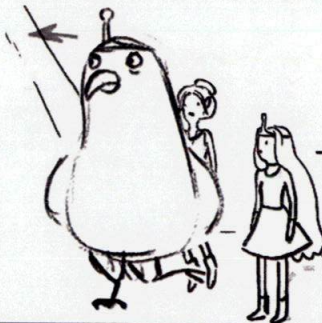


Dialog:

Action:

- MORROW TURNS

SP



SP



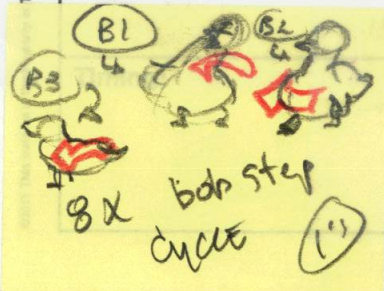
SEP 18 2015

Production:

EPISODE # 1034-234

1034/234

1034/234



ADVENTURE TIME



Sc. 15 CONT Pnl. D Bg. day night

Sc. 15 CONT Pnl. E Bg. day night

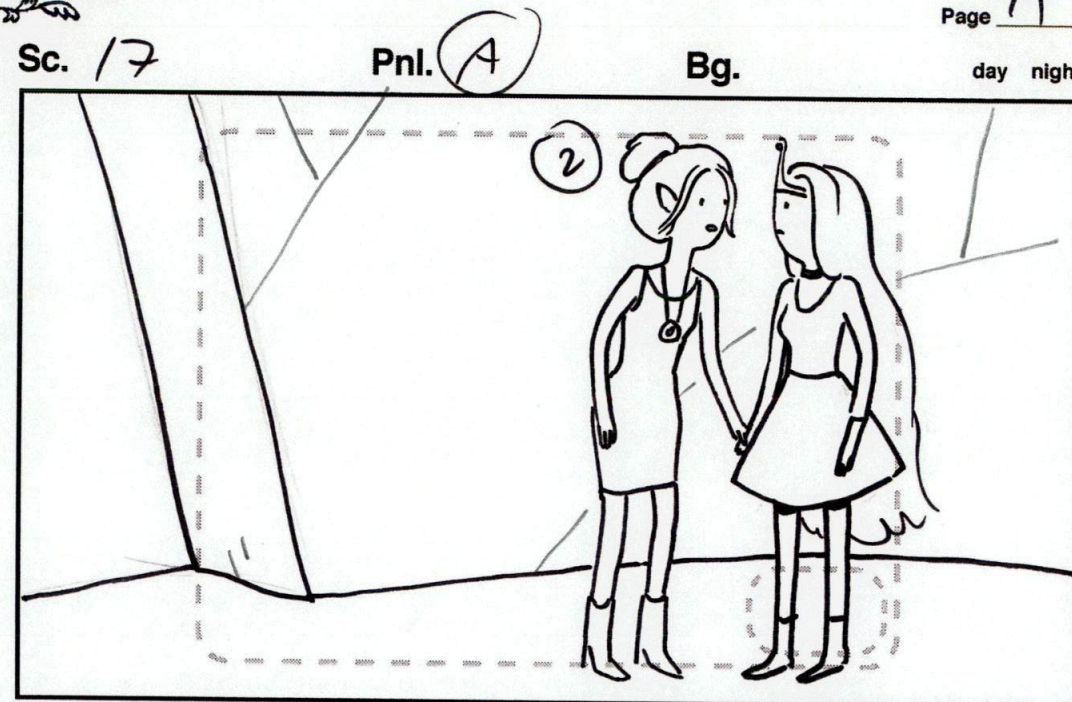
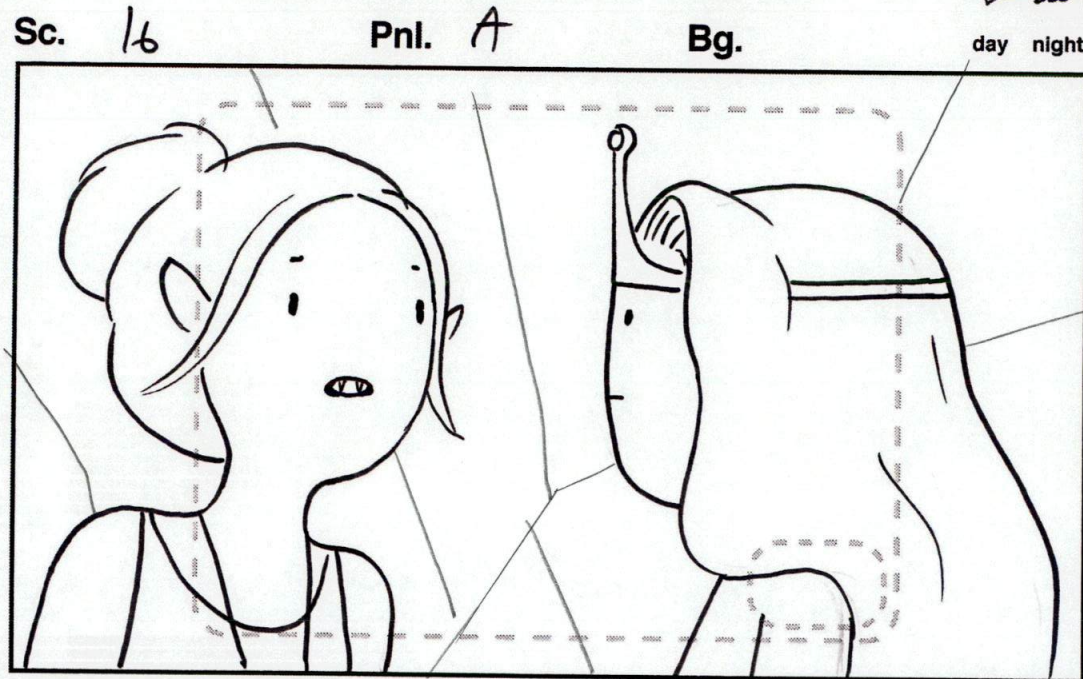
Dialog:	
Action:	- morrow flies OUT
Timing:	- M. LANDS NEXT TO PB.

SEP 18 2015

EPISODE # 1034-234

Production:

ADVENTURE TIME



Dialog:

(M) Can you please try to get along tonight? (M) It would mean a lot to me

Action:

(M) takes (PB's) hand

Timing:



SEP 18 2013

Production:

EPISODE #

1034-234

1034/234

1034/234

ADVENTURE TIME

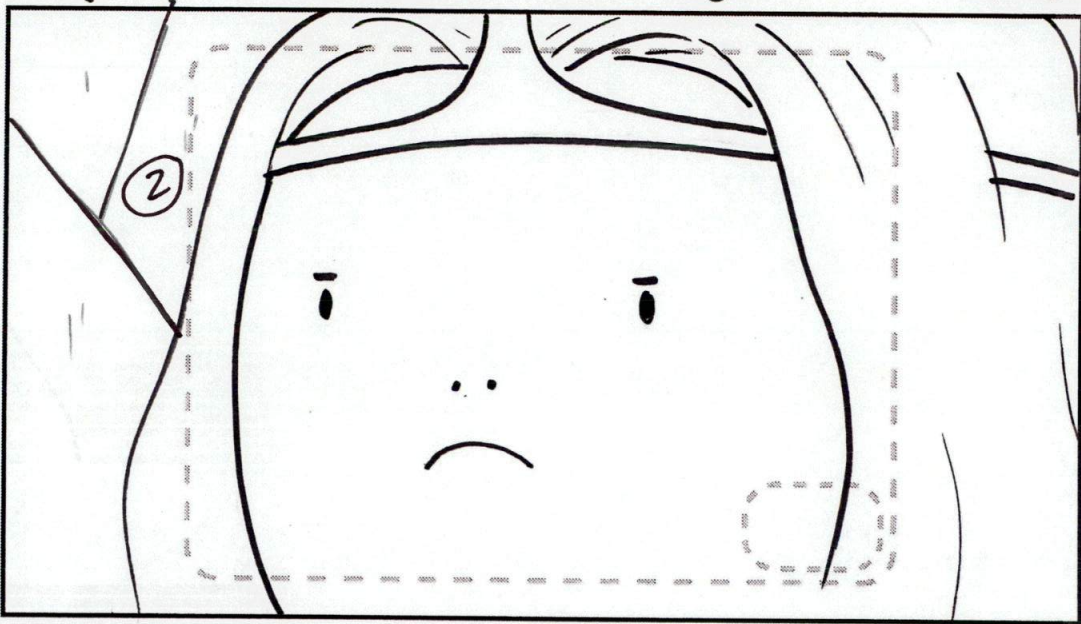


Sc. 18

Pnl. A

Bg.

day night

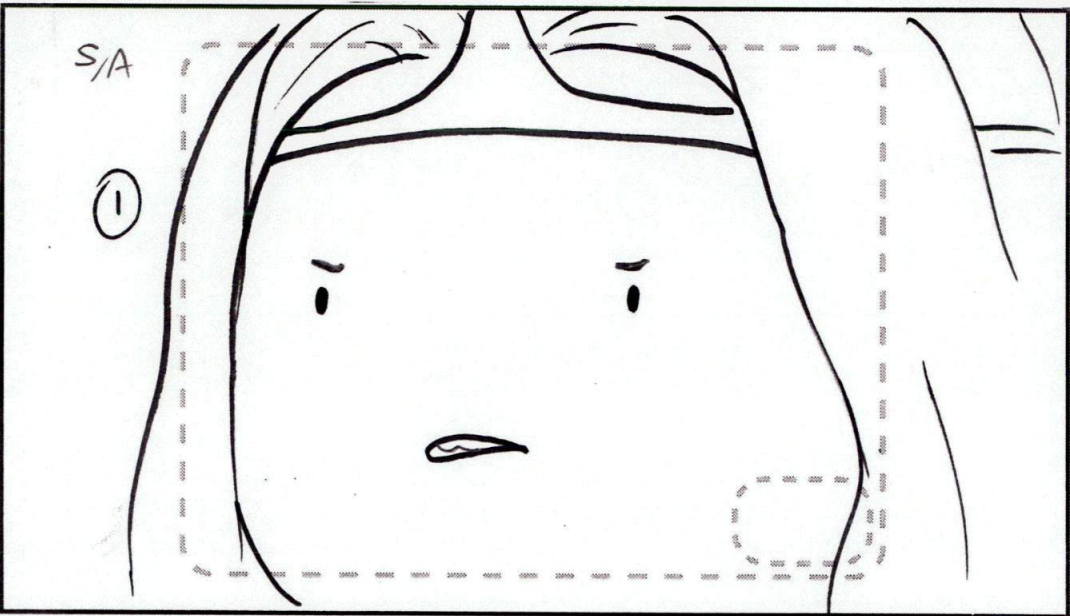


Sc. 18 CONT

Pnl. B

Bg.

day night



Dialog:

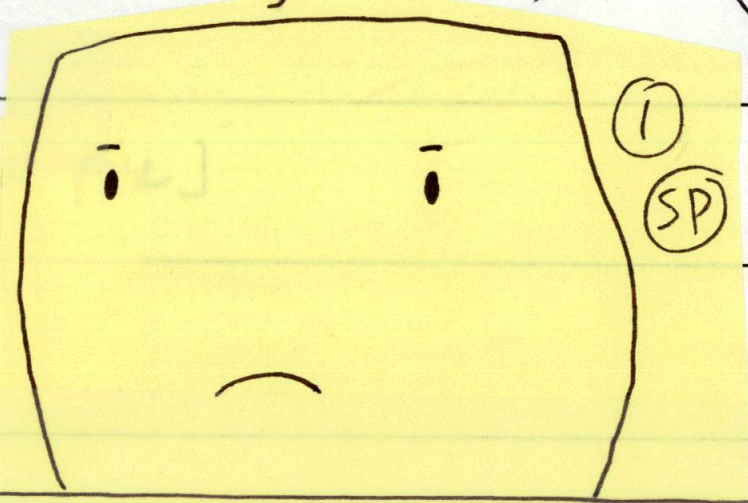
(PB) (hard exhale through the nose)

(PB) I'll try.

Action:

[special pose]

Timing:



(2) " " " "

- PB SQUINTS.

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EPISODE # 1034-234

Production:

1034/234

ADVENTURE TIME



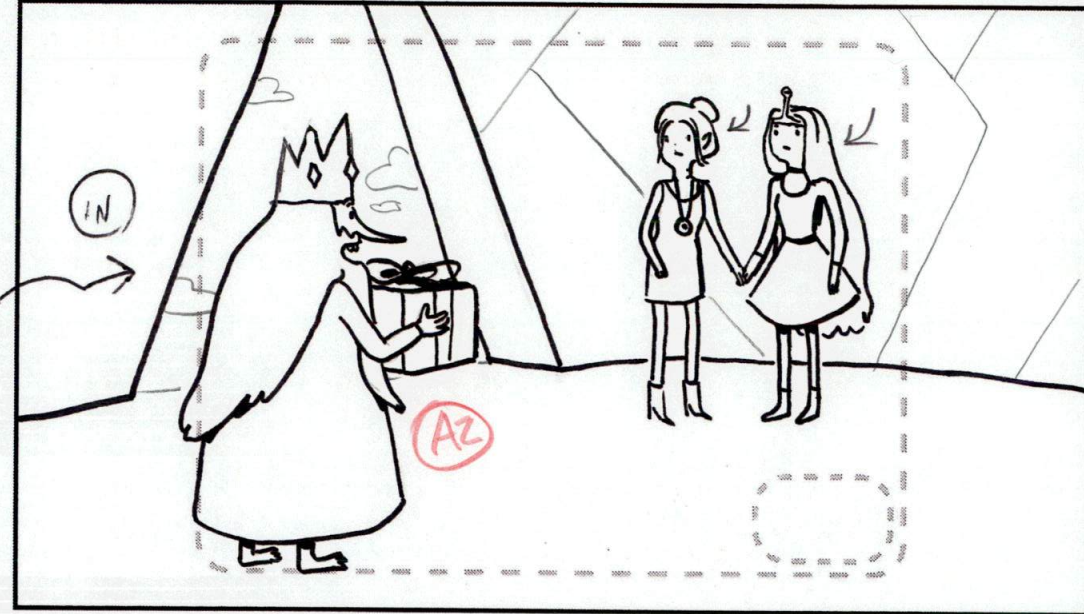
Page 21

Sc. 19

Pnl. A

Bg.

day night

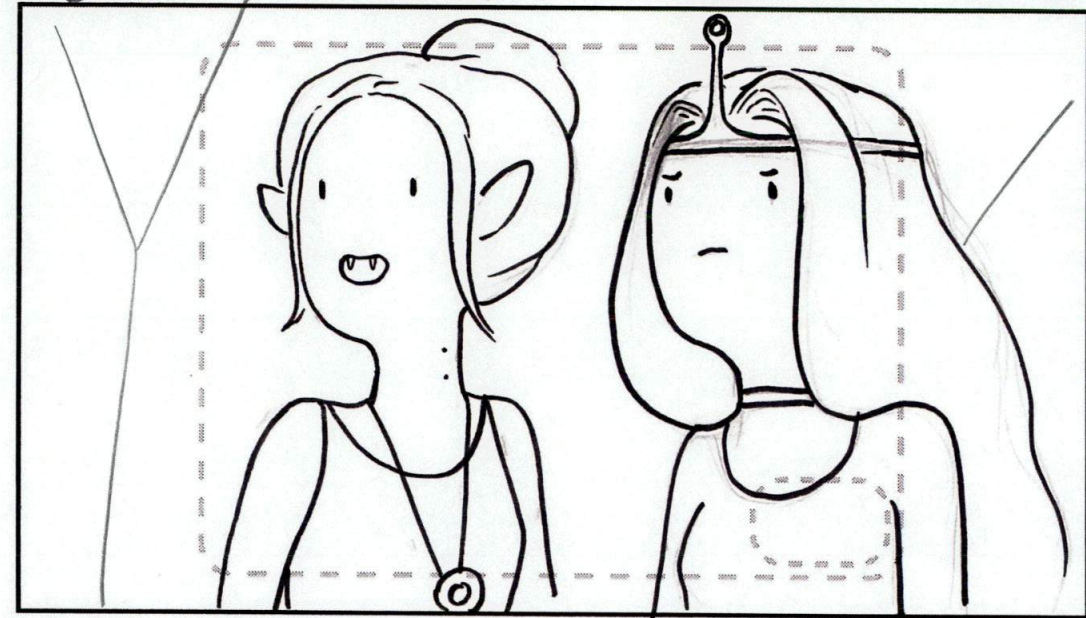


Sc. 20

Pnl. A

Bg.

day night



Dialog:

(IK) Try anything once, that's what I say! (M) Simon!

Action:

-IK WALKS ON/S.

Timing:



SEP 18 2015

Production:

EPISODE # 1034-234

1034/234

1034/234

1034/234

1034/234

ADVENTURE TIME



NO SC 22

Sc. 21

Pnl. A

Bg.

day night



Sc. 21 CONT

Pnl. B

Bg.

day night



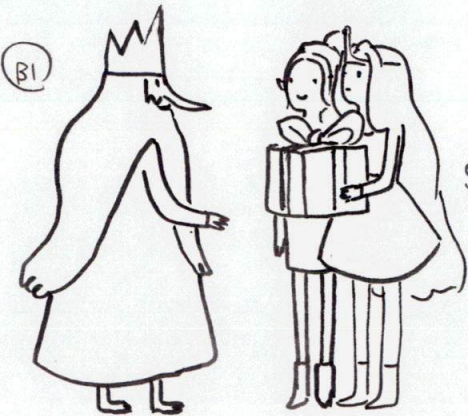
Dialog:

Action:

IK hands present to PB

Timing:

PB: What's this?



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Production:

EPISODE # 1034-234

1034/234

1034/234

ADVENTURE TIME



Page 23

Sc.

Pnl.

Bg.

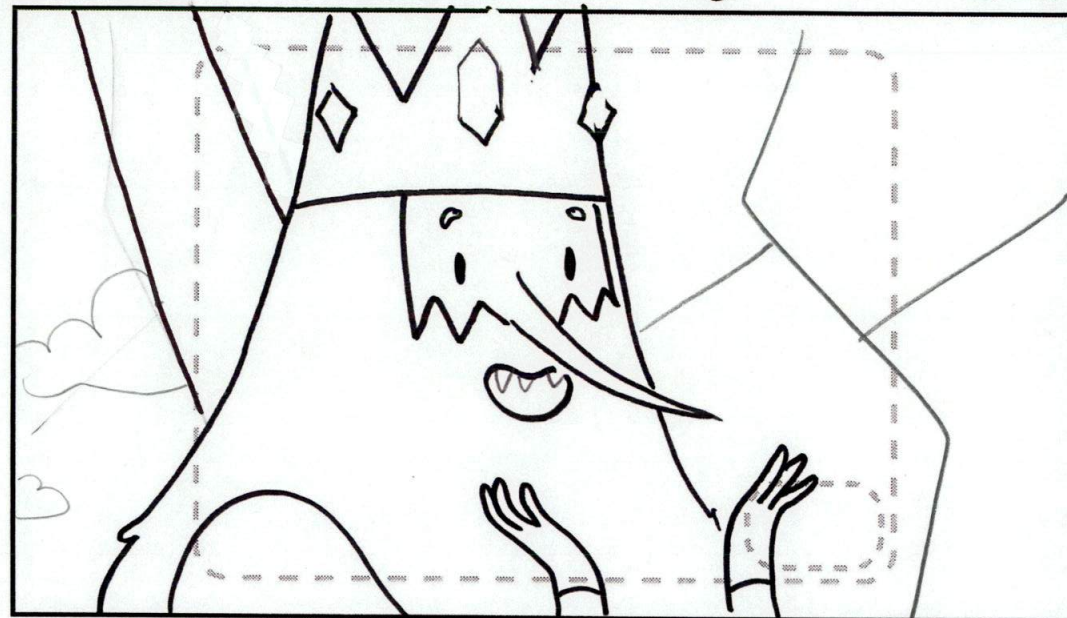
day night

Sc. 23

Pnl. A

Bg.

day night



Dialog:

(IK) it's a present!

Action:

SEP 18 2015

Timing:

EPISODE #

Production:

1034/234

1034/234

ADVENTURE TIME



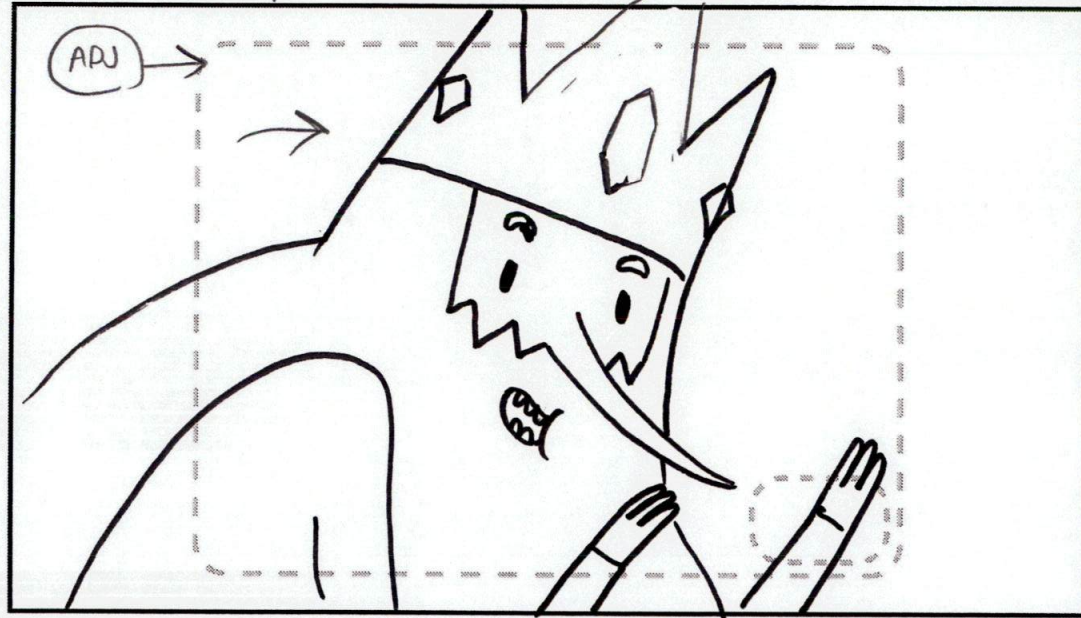
Page 24

Sc. 23 *CONT*

Pnl. B

Bg.

day night

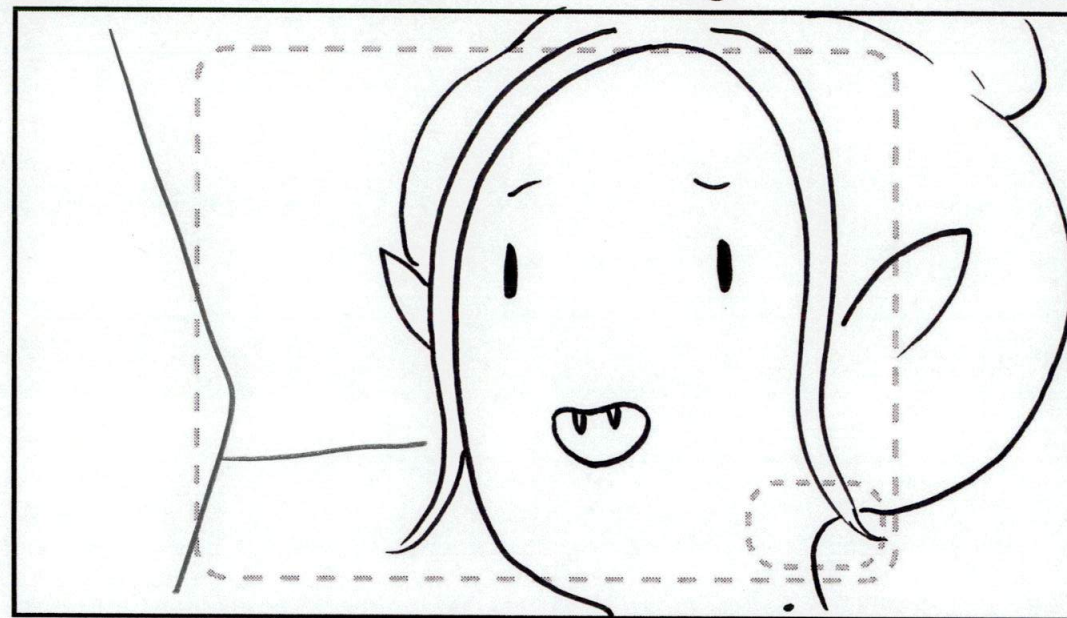


Sc. 24

Pnl. A

Bg.

day night



Dialog:

(K) to BRIBE you for coming over (M) You don't have to bribe us, silly!

Action:

-IK LEANS FORWARD.

Timing:

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Production:

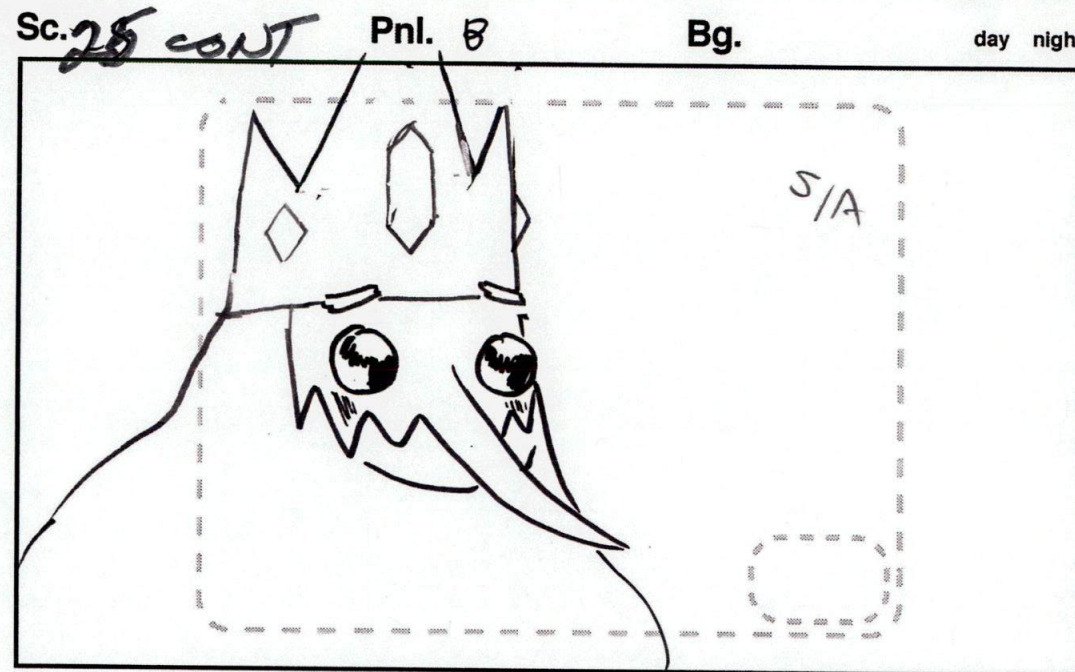
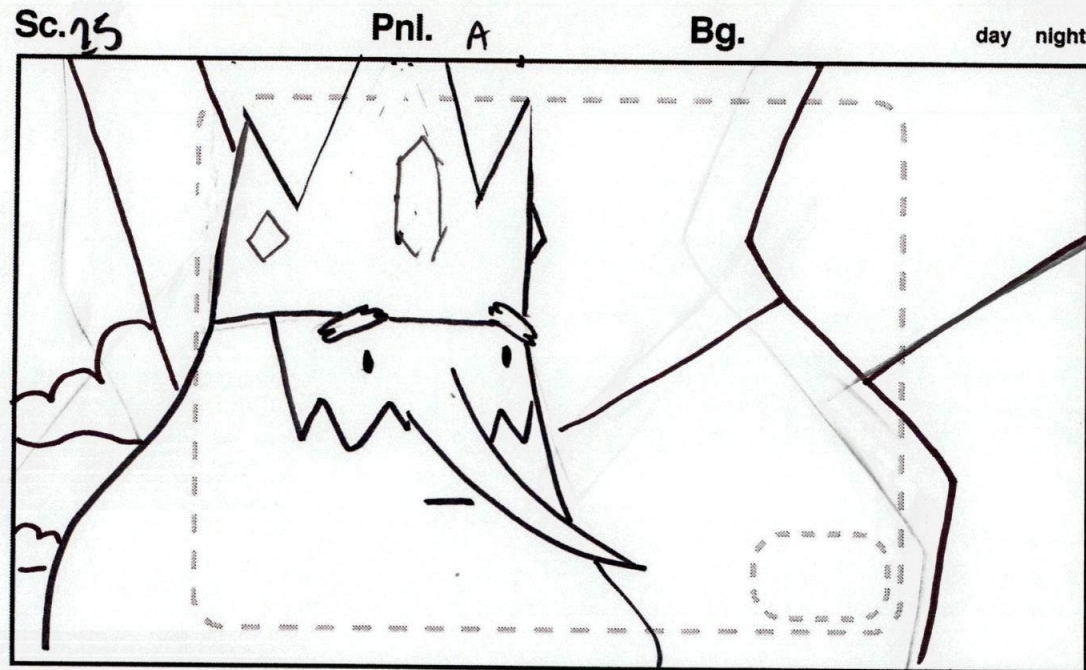
EPISODE #

1034-234

1034/234

1034/234

ADVENTURE TIME



Dialog:

(M) (OS) we're here because --
we want to hang out with you.

Action:

- IK'S EYES TREMBLE, GO SHINY.

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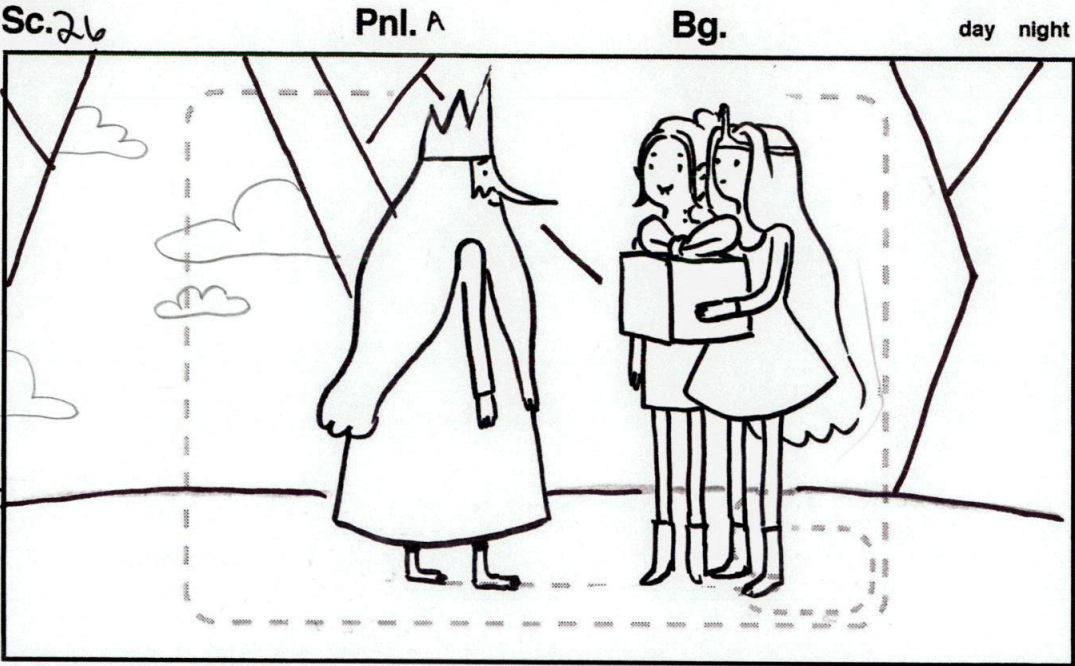
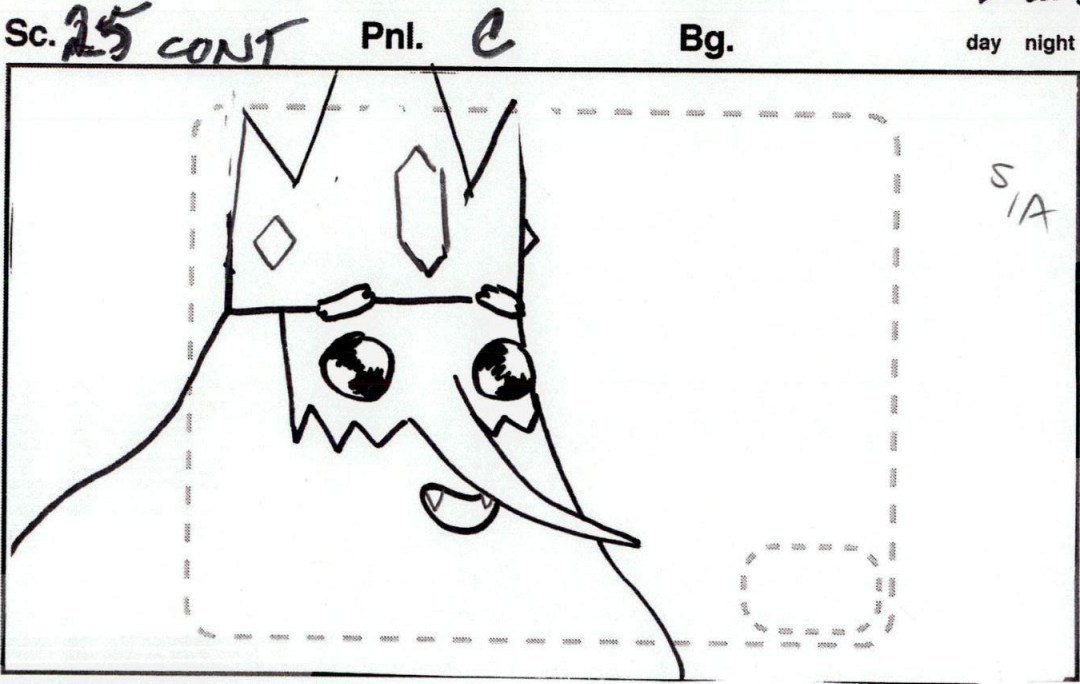
Timing:

EPISODE # 1034-234

1034/234

Production:

ADVENTURE TIME



Dialog:

(K) No one's ever said that to me before (beat)

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

ADVENTURE TIME



Sc. 26 CONT

Pnl. 8

Bg.

day night



Sc. 26 CONT

Pnl. 9

Bg.

day night



Dialog:

(1k)

YOU DIDN'T SAY "NO TAKE BACKS"

Action:

-M. LOOKS AT PB.

SEP 18 2015

Timing:

EPISODE #

1034-234

Production:

ADVENTURE TIME



Page 28

Sc. 26 *CONT*

Pnl. *D*

Bg.

day night



S/A

Sc. 26 *CONT*

Pnl. *E*

Bg.

day night



S/A

Dialog:

Action:

- GUNTHER WALKS ON/S WITH DRINK TRAY.

SEP 18 2015

Timing:

Production:

EPISODE #

1034-234

1034/234

1034/234

1034/234

ADVENTURE TIME



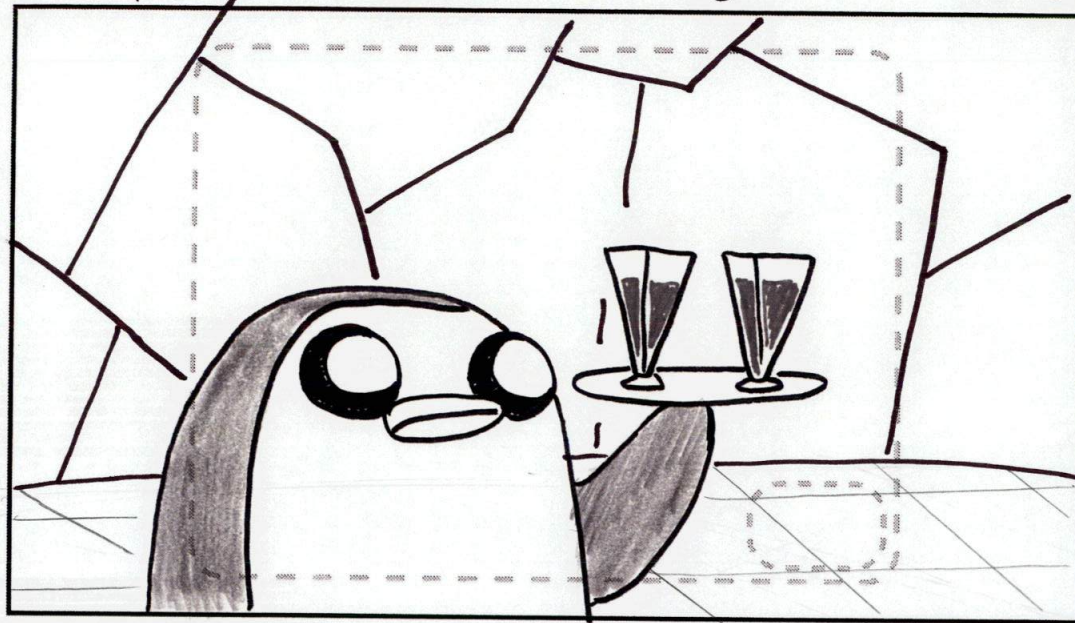
Page 29
day night

Sc. 27

Pnl. A

Bg.

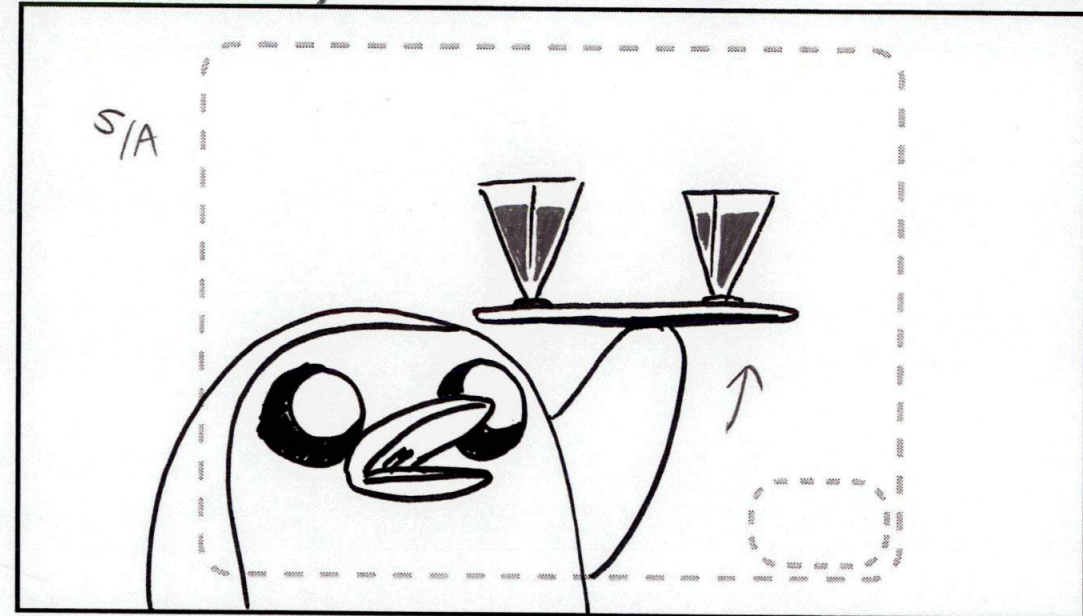
day night



Sc. 27 cont Pnl. B

Bg.

day night



Dialog:

(G) WENK

Action:

- Gunther with red cocktails in ice glasses

- G. RAISES TRAY.

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

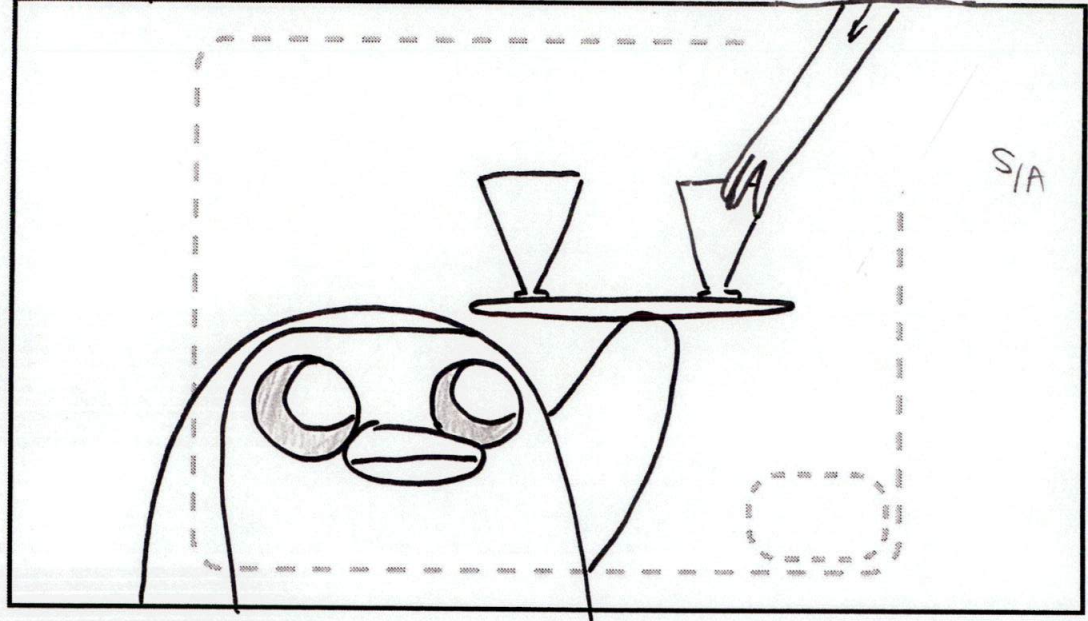
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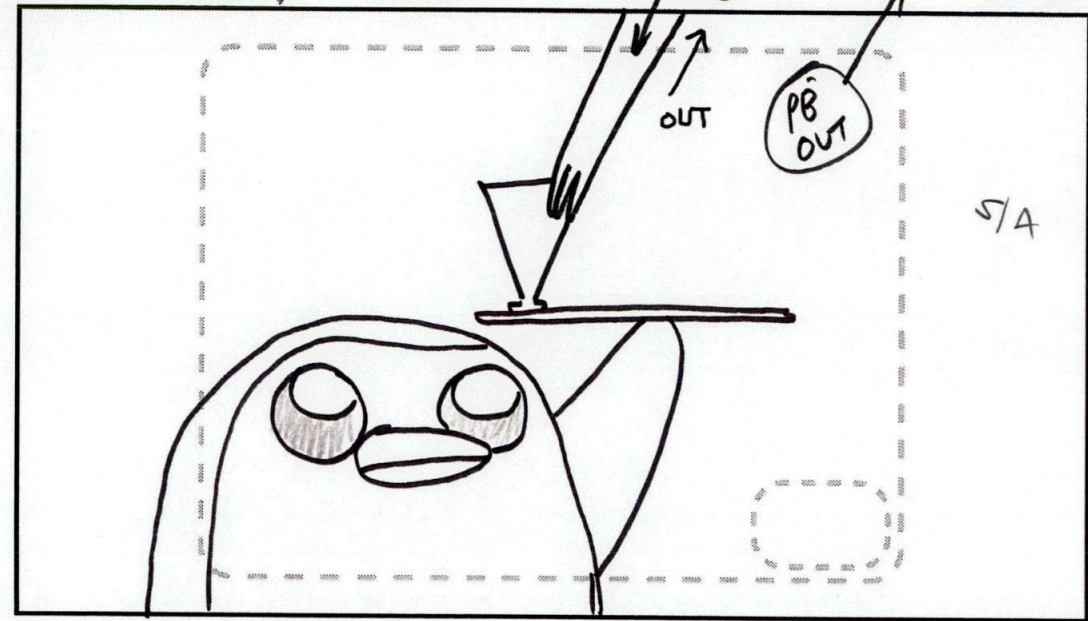
ADVENTURE TIME



Sc. 27 CONT Pnl. C Bg. day night



Sc. 27 CONT Pnl. D Bg. day night



Dialog:
Action: - m & p b hands (IN) take drinks (OUT)
Timing: SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

ADVENTURE TIME



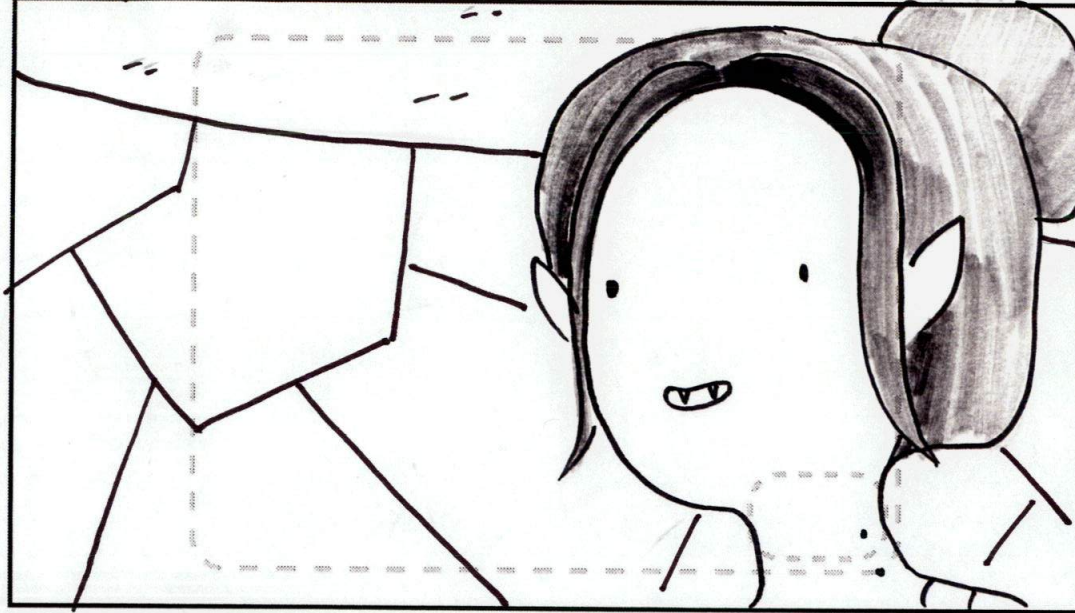
Page 31

Sc. 28

Pnl. A

Bg.

day night

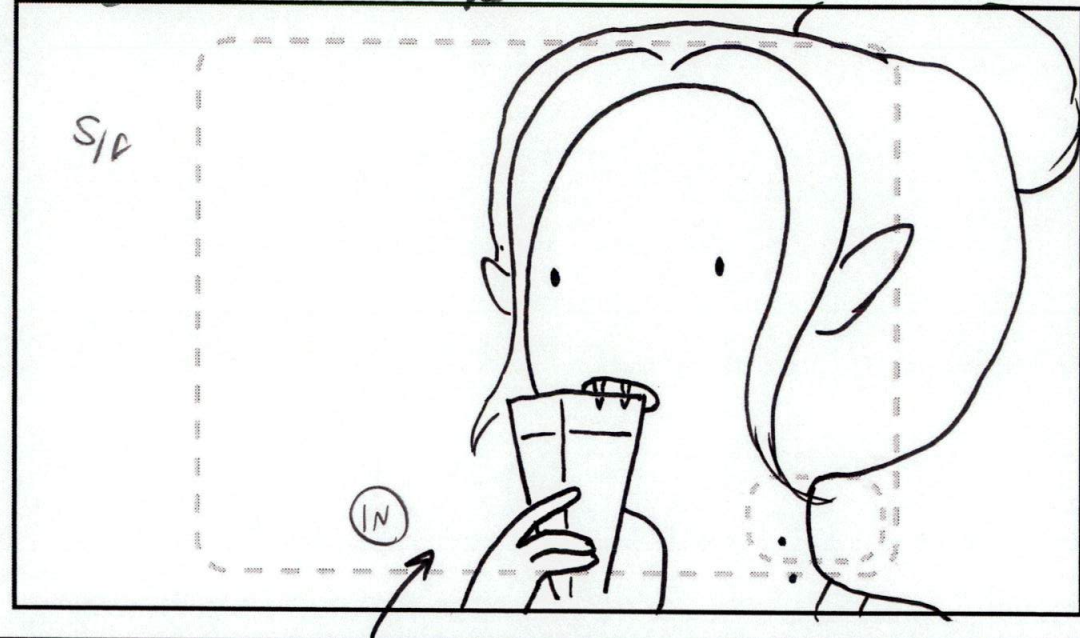


Sc. 28 CONT

Pnl. B

Bg.

day night



Dialog:

(M) Bottoms down

Action:

- M. RAISES GLASS.

SEP 18 2015

Timing:

EPISODE #

1034-234

1034/234

Production:

1034/234

1034/234

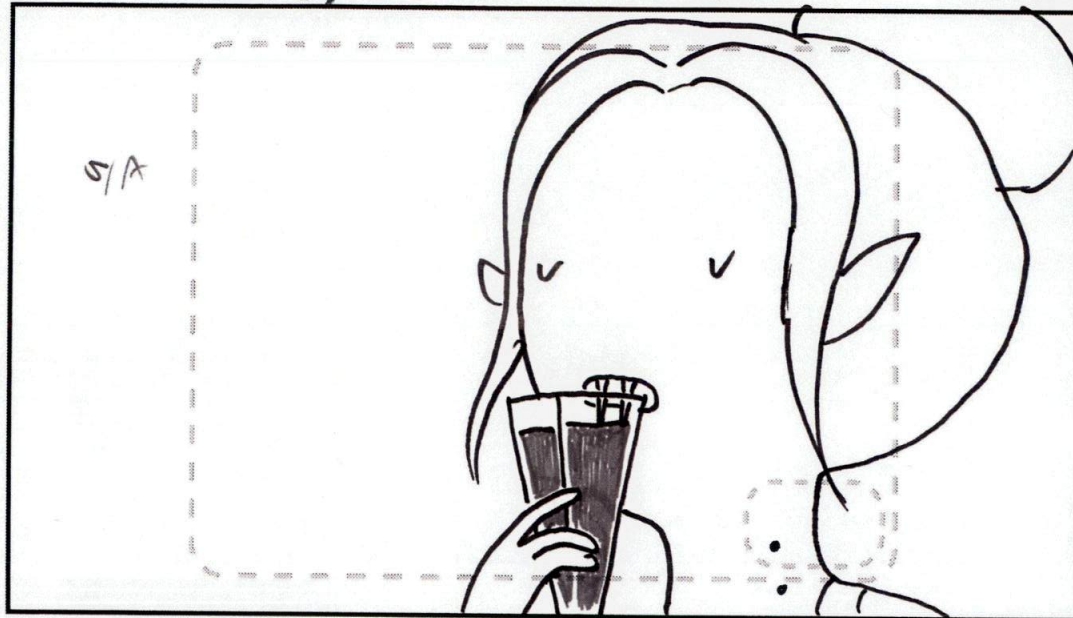
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ADVENTURE TIME



Page 32

Sc. 28 CONT Pnl. C Bg. day night



Sc. 28 CONT Pnl. D Bg. day night



Dialog:

(M) (str) SUUCK —————→

Action:

-m's fangs grow - color RED sucks up towards fangs

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1034/234

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1034/234

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ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 29 CONT Pnl. B Bg. day night



Dialog:

(M) ^(sfx) sip

Action:

- PB tries to drink (it's frozen)

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EPISODE #

Production:

1034-234

1034/234

1034/234

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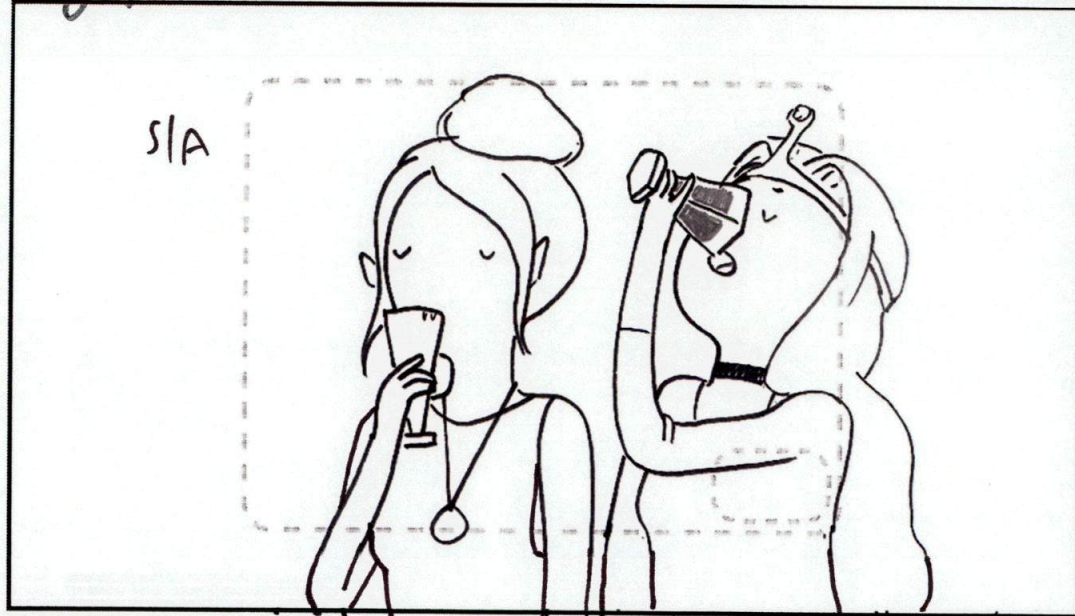
1034/234

ADVENTURE TIME



Page 34
day night

Sc. 29 CONT Pnl. C Bg. day night



Sc. 29 CONT Pnl. D Bg. day night



Dialog:

(M) (Sfx)

→ sip (cont)

Action:

- PB's drink doesn't budge

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EPISODE # 1034-234

Production:

1034/234

1034/234

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ADVENTURE TIME



Page 35
day night

Sc. 29 CONT Pnl. E Bg.

day night



Sc. 29 CONT Pnl. F Bg.

day night



Dialog:

Action:

-PB HOLDS UP GLASS

-PB CLOSES ONE EYE.

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1034/234

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ADVENTURE TIME



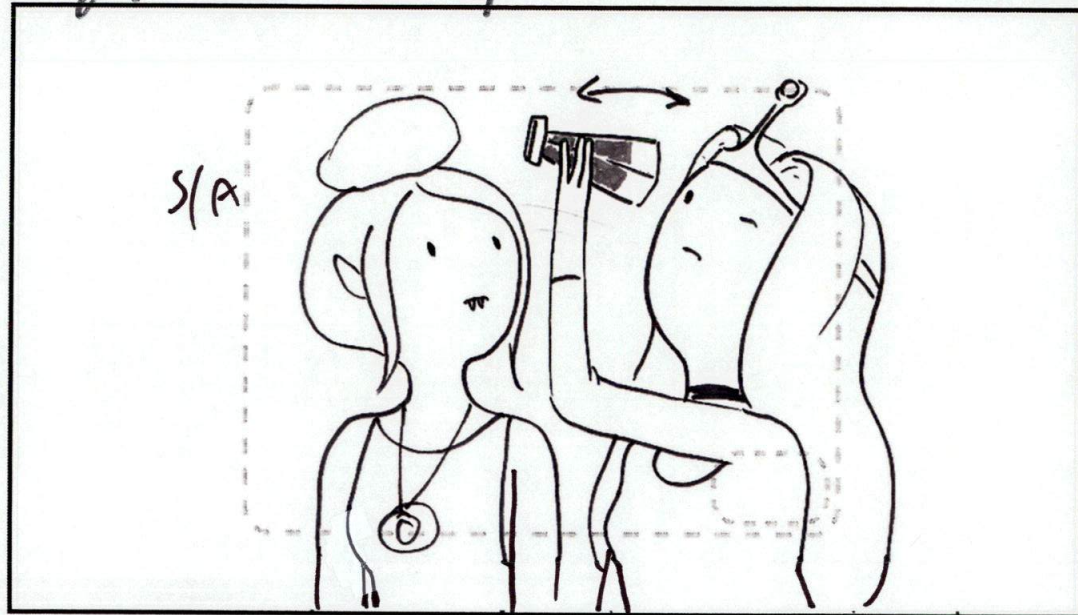
Page 36

Sc. 29 cont

Pnl. G

Bg.

day night



Sc. 29 CONT

Pnl. H

Bg.

day night



Dialog:

(Sfx) clink-clink

(Sfx) *Chonk! *

SEP 18 2015

Action:

- PB shakes glass pnl (F), (G) x2 cycle

- frozen drink slides out & hits PB in the face

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

1034/234

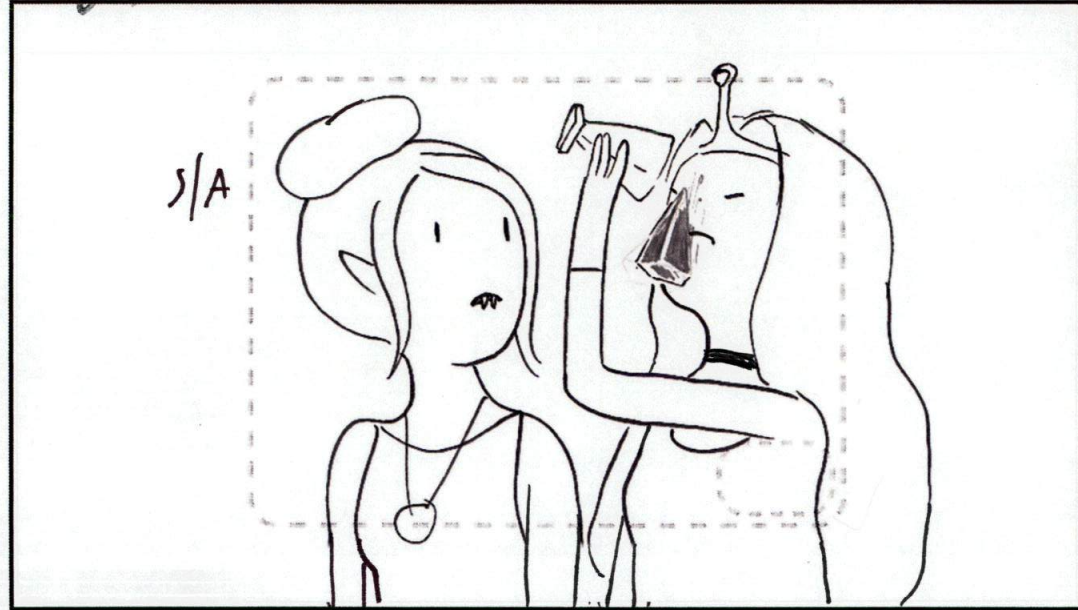
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ADVENTURE TIME

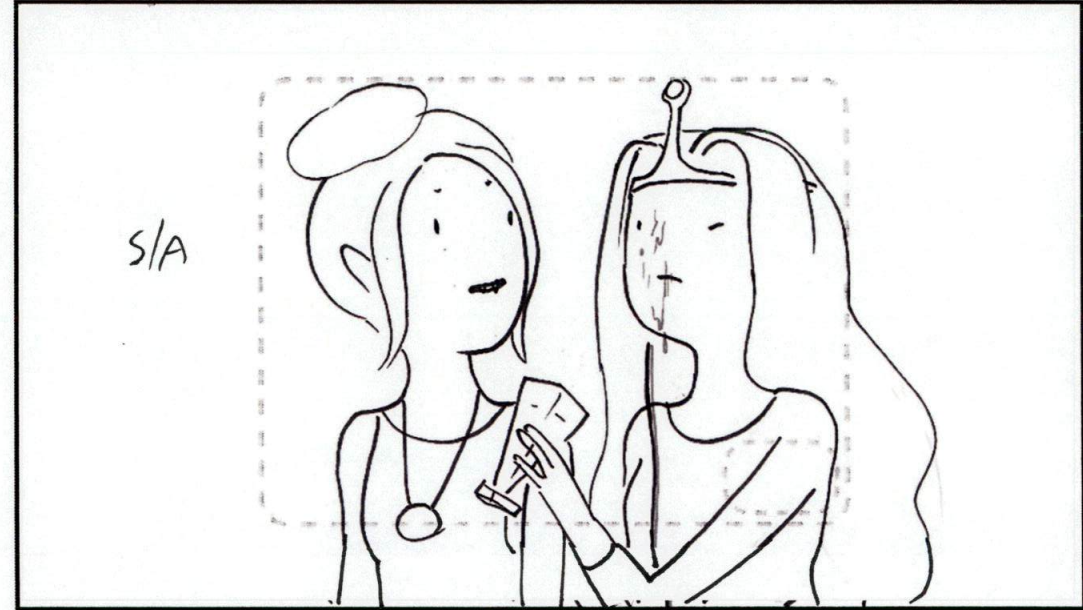


Page 37

Sc. 29 CONT Pnl. I Bg. day night



Sc. 29 CONT Pnl. J Bg. day night



Dialog:

(O/S)
Sfx ((shatter))

OUT

Action:

- FROZEN CHUNK SLIDES
ACROSS FACE.

- frozen chunk OUT

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

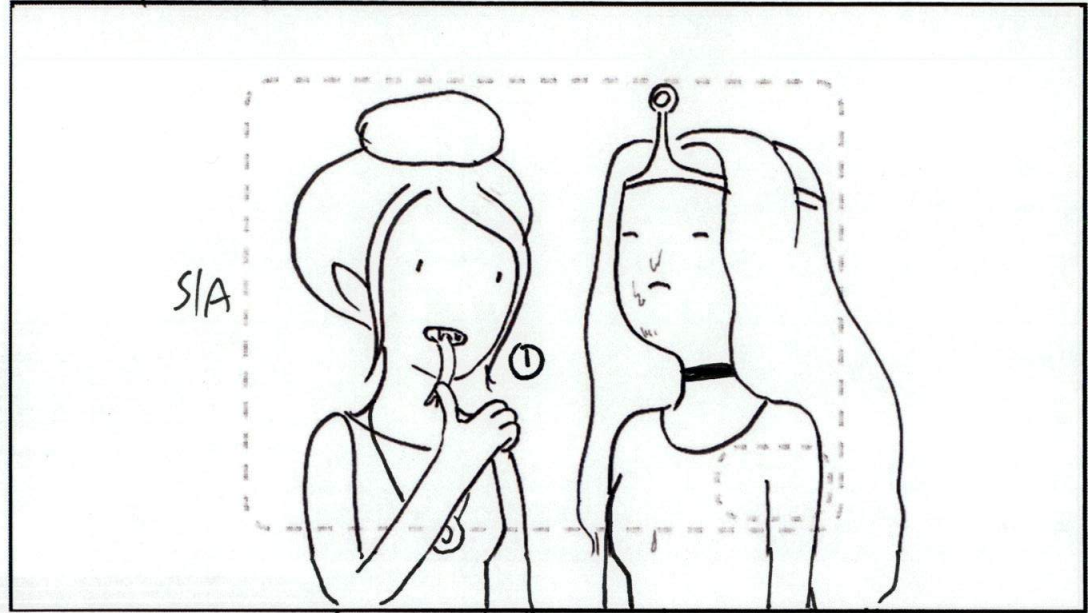
1034/234

ADVENTURE TIME

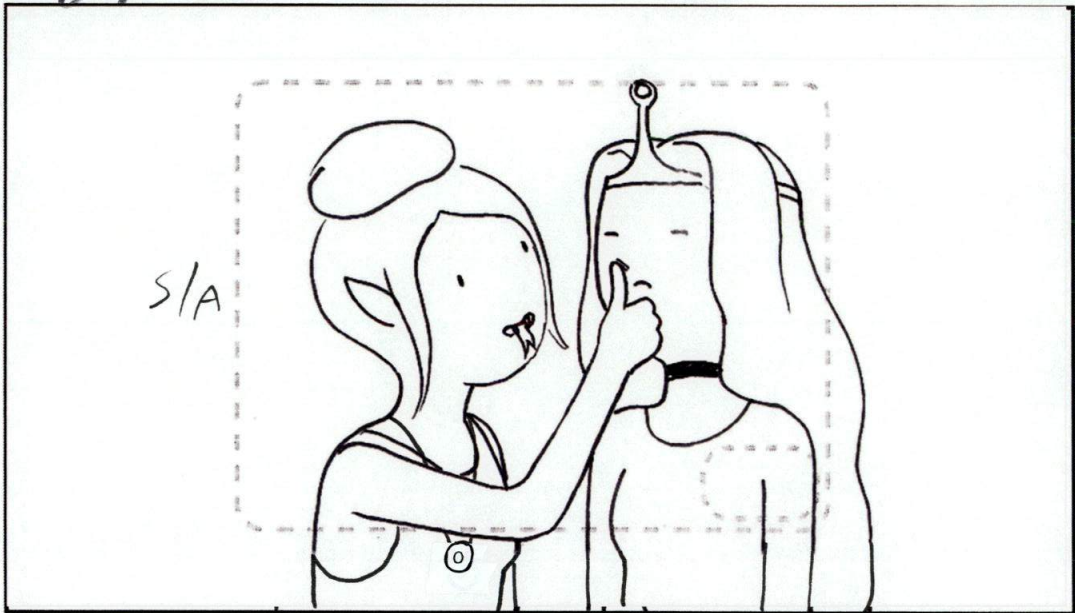


Page 38

Sc. 29 CONT Pnl. K Bg. day night



Sc. 29 CONT Pnl. L Bg. day night



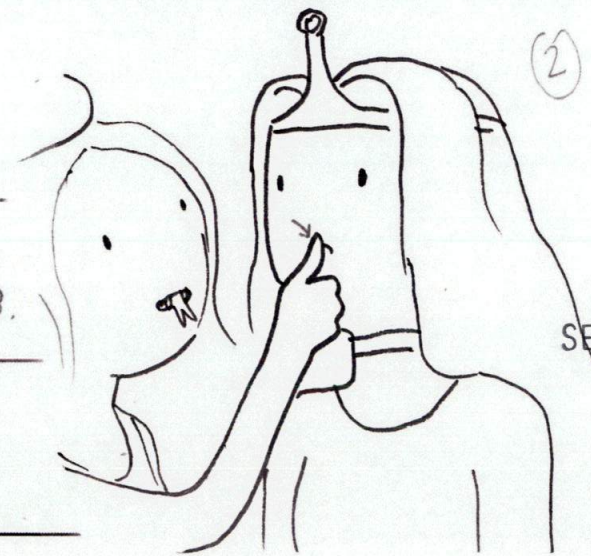
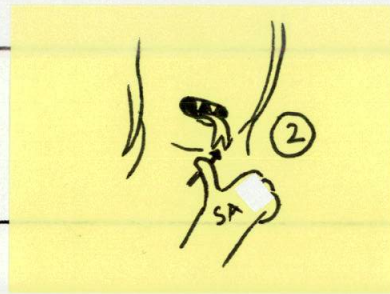
Dialog:

Action:

Timing:

-M. LICKS THUMB

-M. CLEANS
PB'S FACE w/ THUMB.



SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

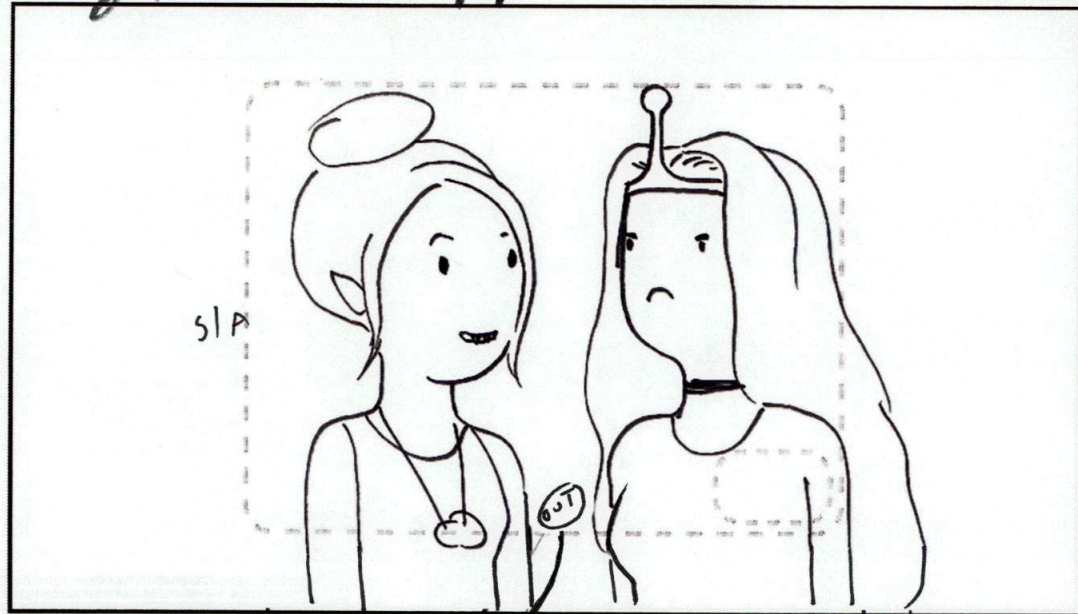
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ADVENTURE TIME

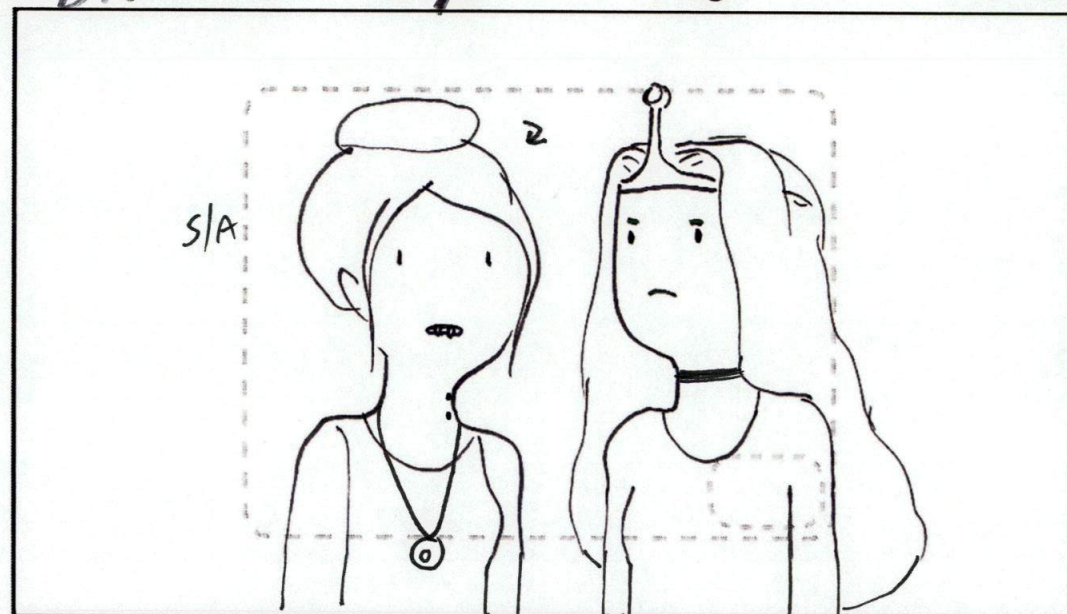


Page 39

Sc. 29 CONT Pnl. M Bg. day night



Sc. 29 CONT Pnl. N Bg. day night



Dialog:

(IK) (OS) ((SO CHECK IT OUT)))
echo

Action:

- M. LOWERS HAND

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

ADVENTURE TIME



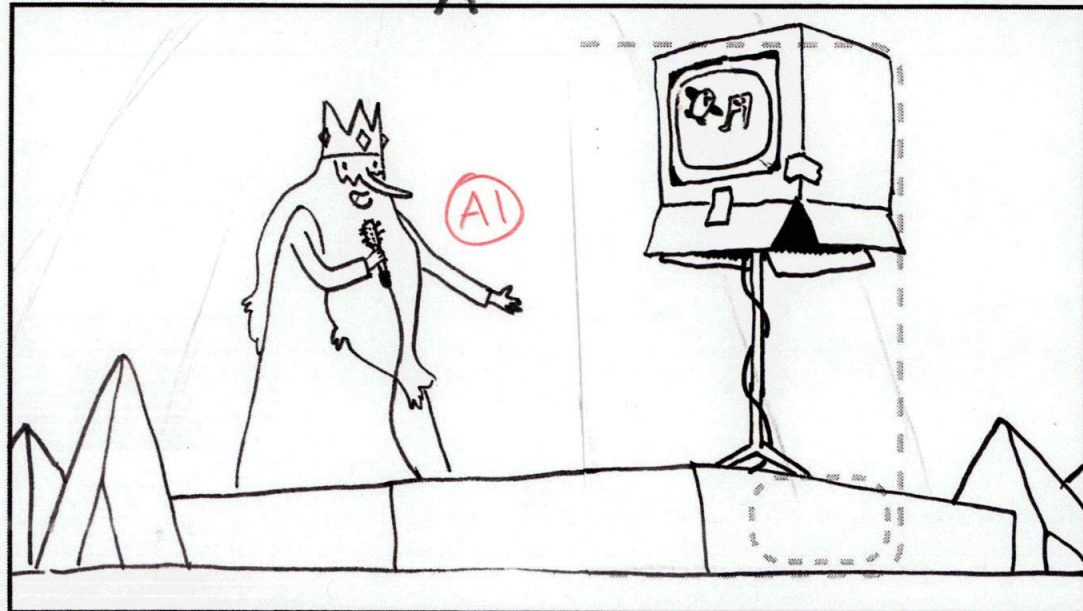
Page 40

Sc. 30

Pnl. A

Bg.

day night

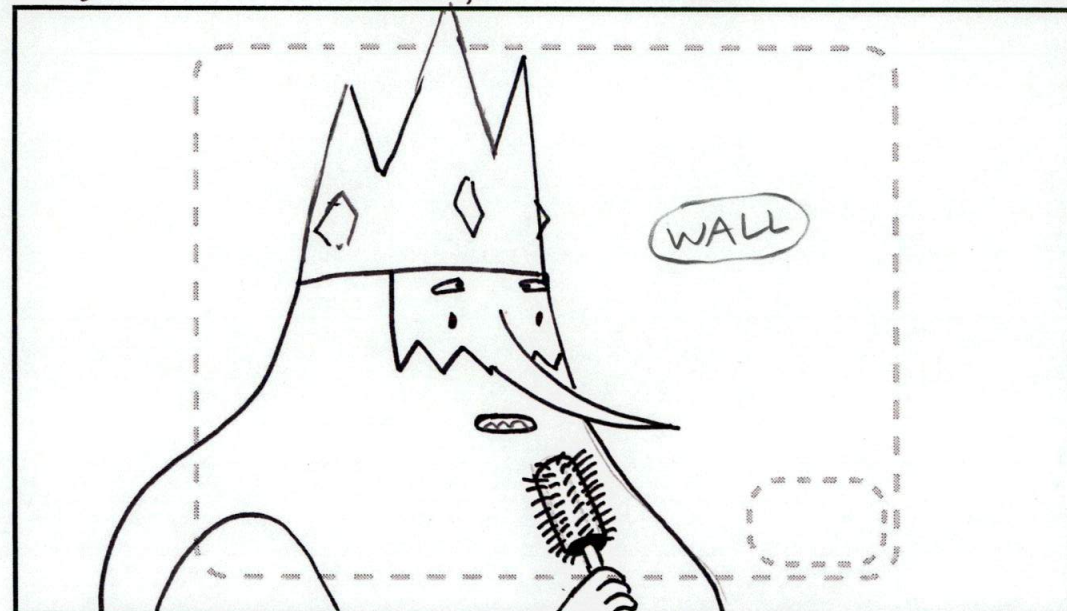


Sc. 31

Pnl. A

Bg.

day night

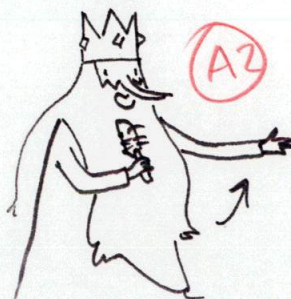


Dialog:

(1K) EXTREME
(echo on mike) (((I UPGRADED MY HOME KARAOKE SYSTEM)))

(1K) (Do you like ... karaoke?)
w/
echo

Action:



- KARAOKE MIC IS
A HAIRBRUSH.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

ADVENTURE TIME



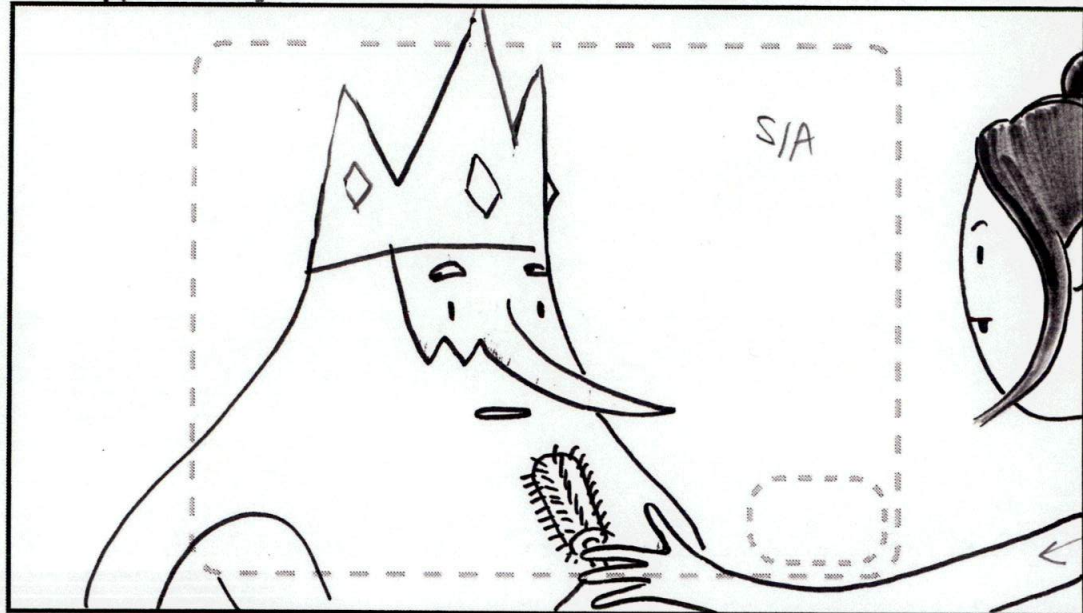
Page 41

Sc. 31 CONT

Pnl. B

Bg.

day night

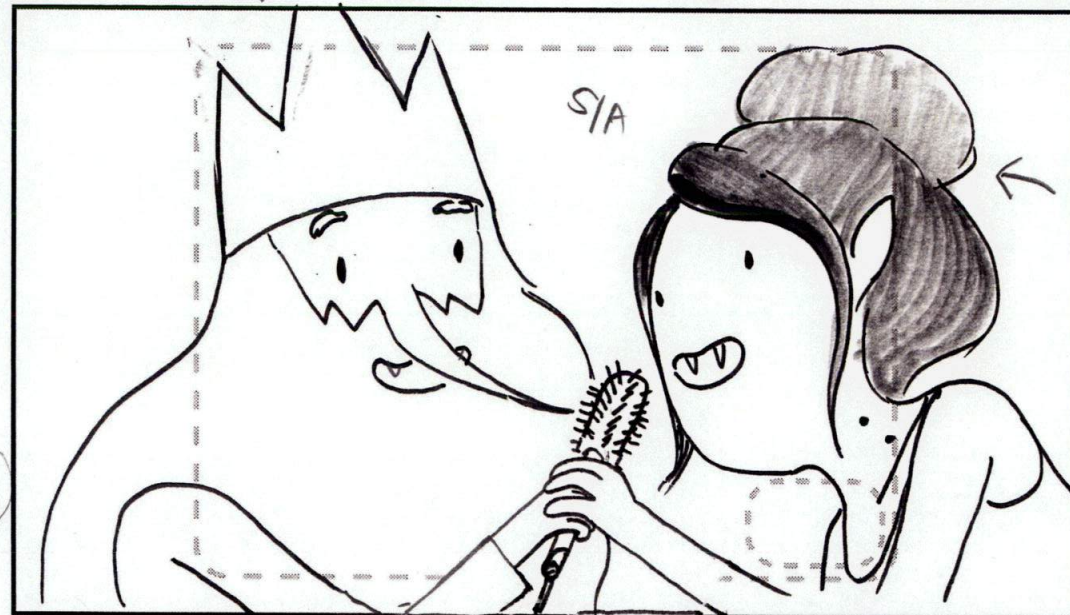


Sc. 31 CONT

Pnl. C

Bg.

day night



Dialog:

(M) duh! ((we LOVE KARAOKE))
→ off mike → echo as she brings mike to her.

Action:

-M. LEANS ON/S AND GRABS MIC.

SEP 18 2015

Timing:

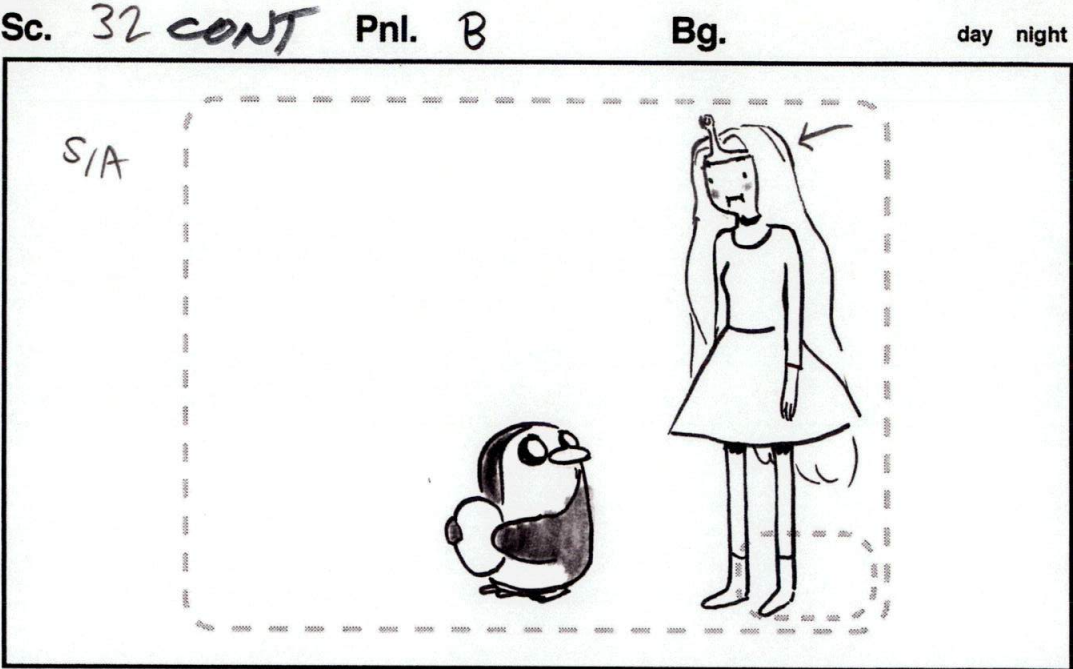
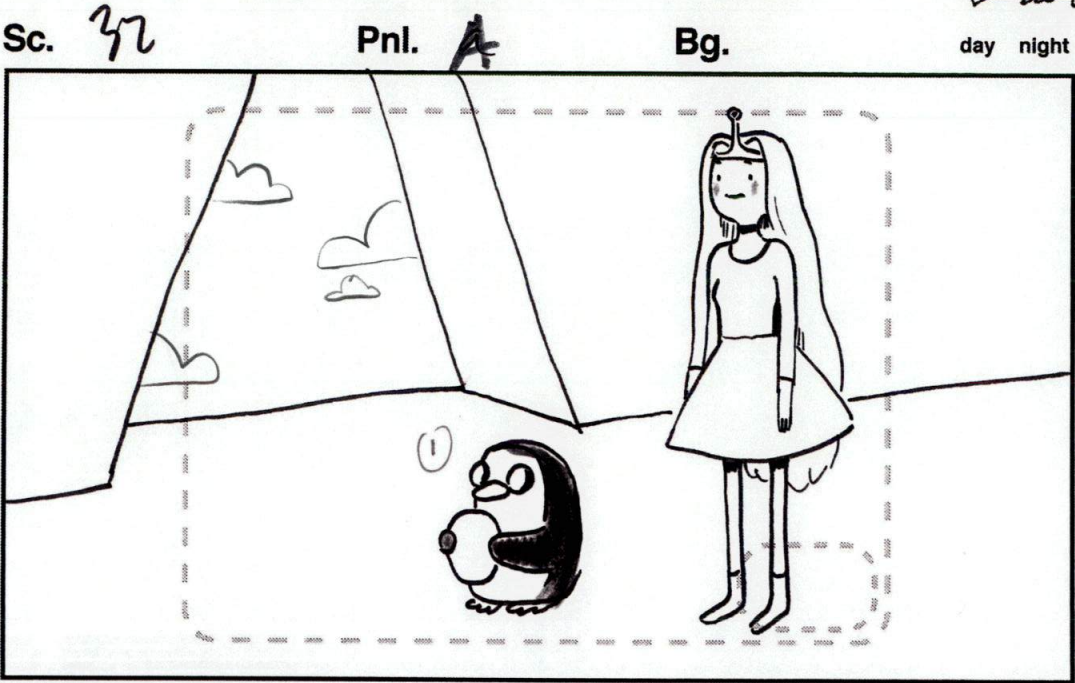
EPISODE # 1034-234

Production:

1034/234

1034/234

ADVENTURE TIME



Dialog: (M) (OS) Bonnie is a dynamo on the mike
w/echo

Action: (2) Gunther looks at PB skeptically
PB LOOKS AT GUNTHER

Timing:

SEP 18 2015

EPISODE # 1034-234

Production:

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ADVENTURE TIME



NO SC'S
33-34

Page 13
NO PG-44
day night

Sc. 32 CONT Pnl. C

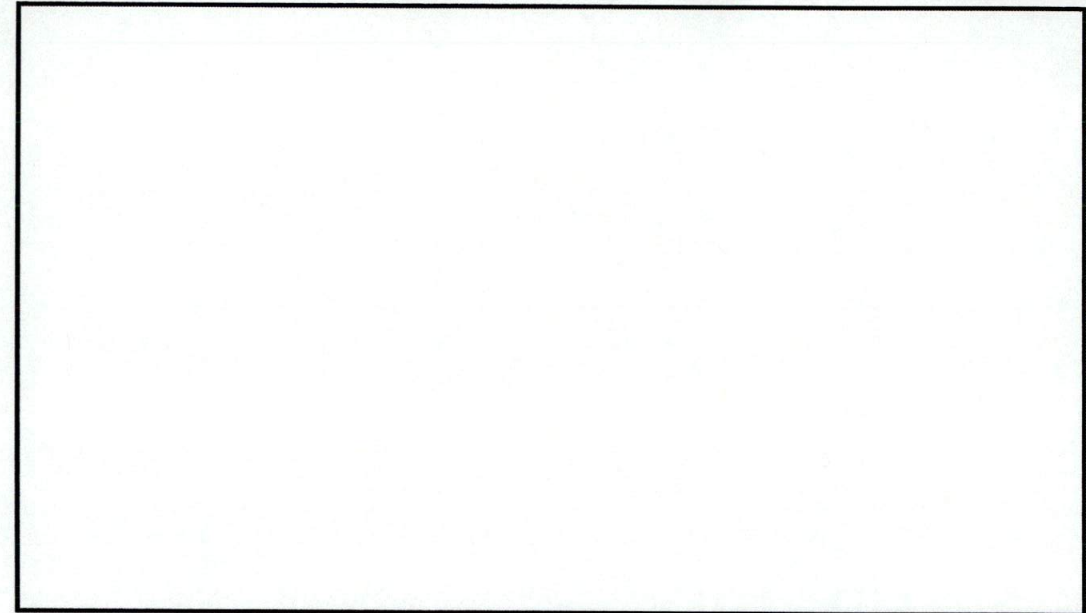
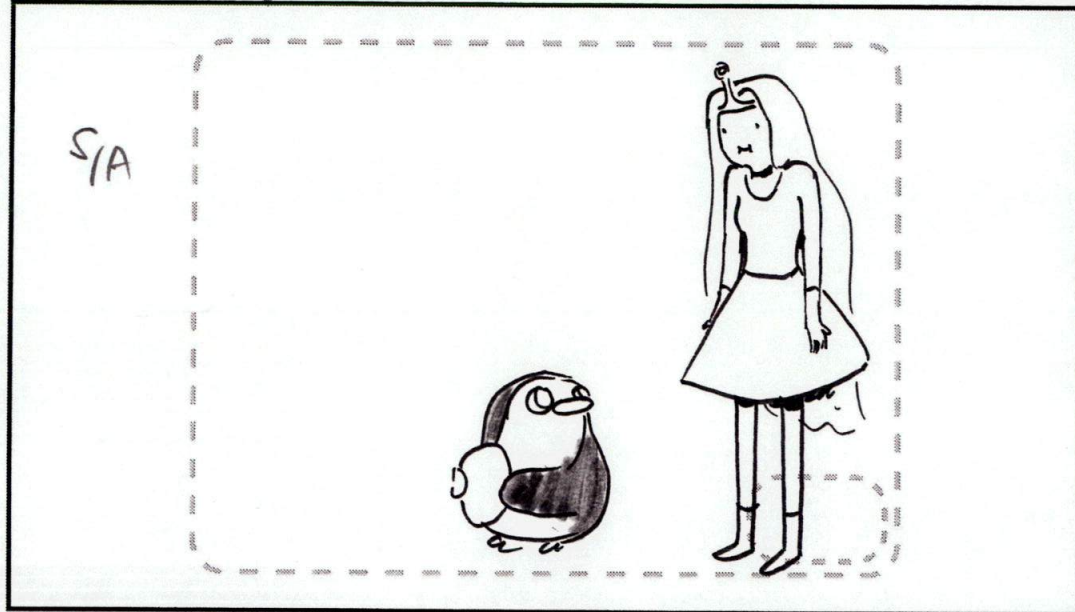
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

- cycle (B), (C), (B) (PB shrugs)

- PB LOOKS AWAY.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

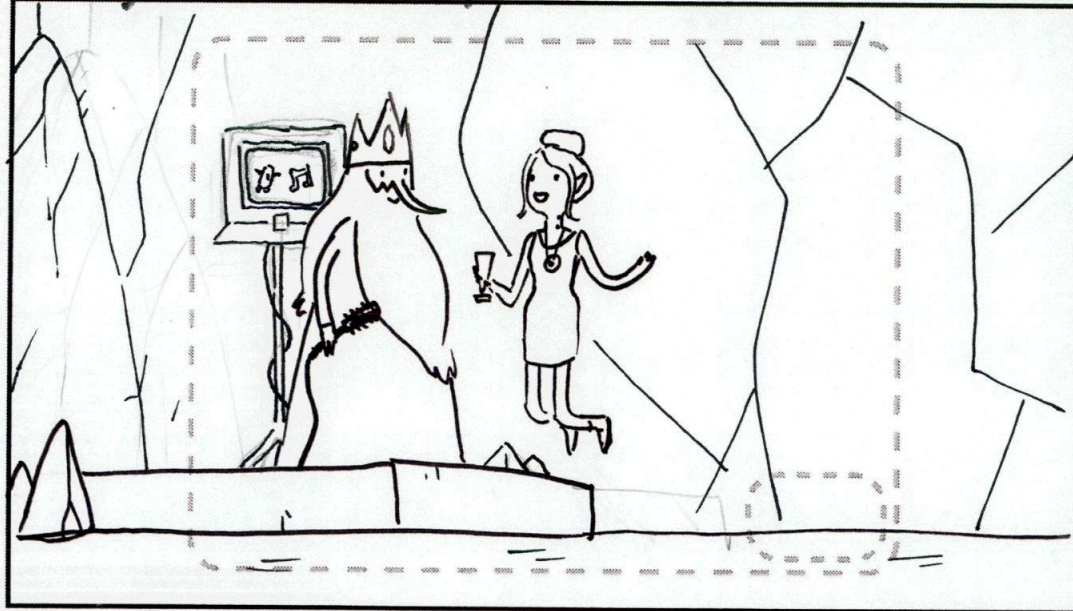
1034/234

ADVENTURE TIME

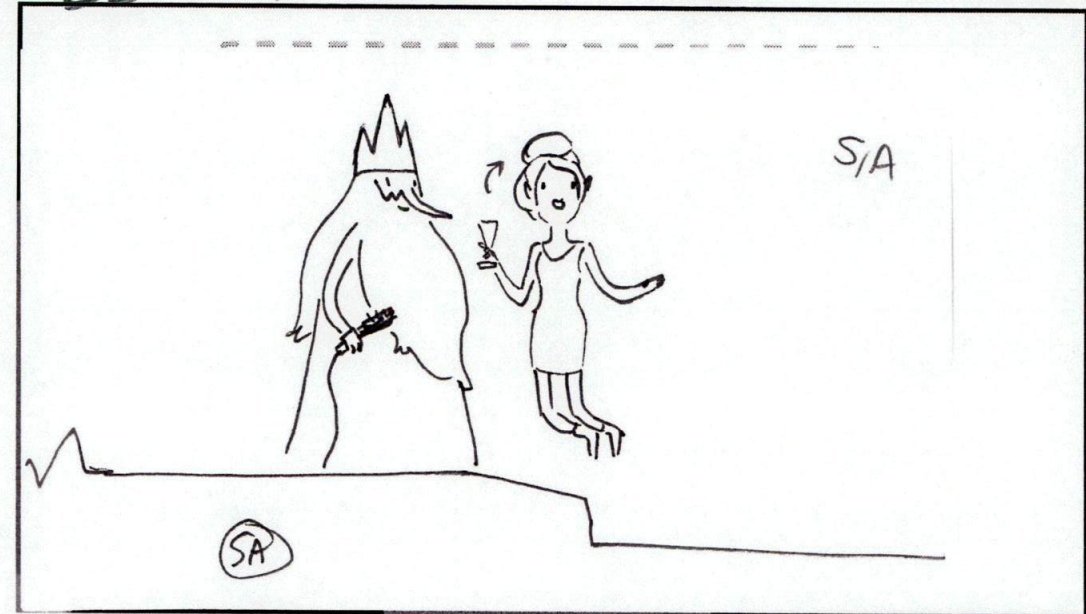


Page 45

Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog:	(M) Okay, you guys get started. (M) I'll freshen up PB's drink
Action:	
Timing:	SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

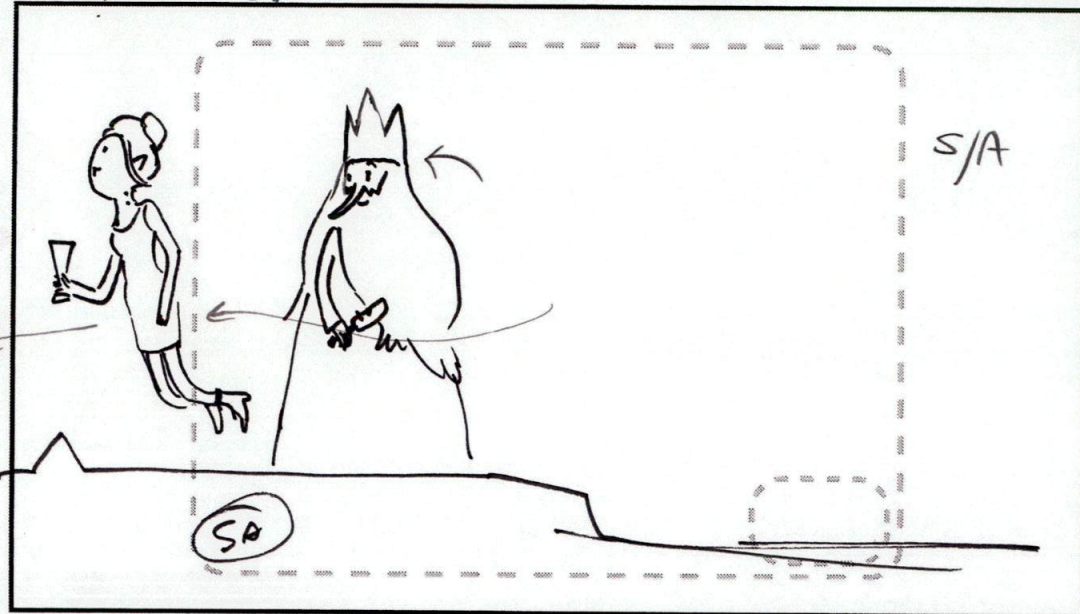
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ADVENTURE TIME

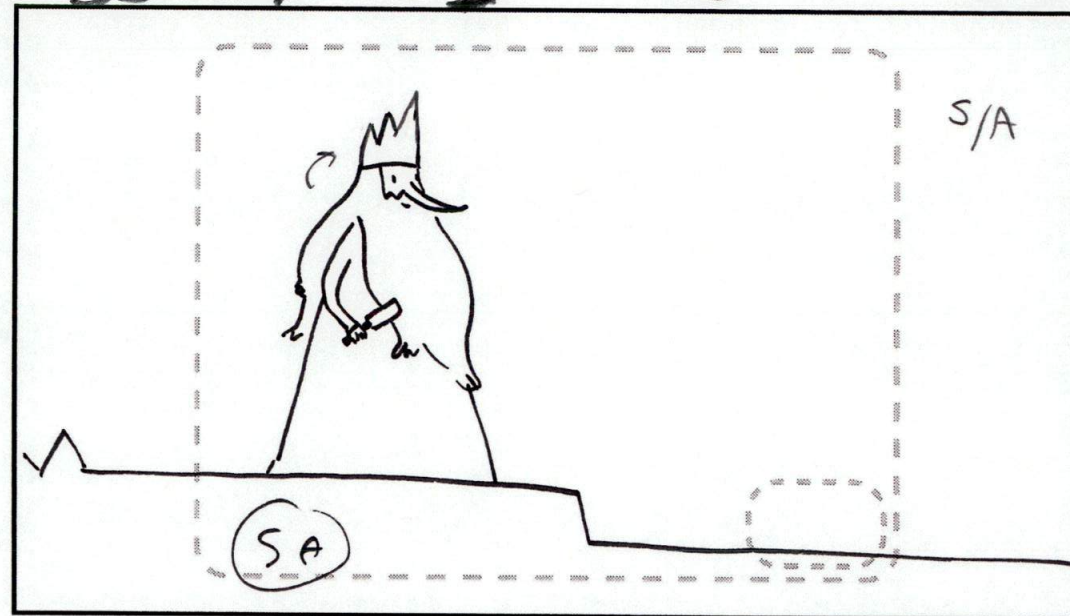


Page 46

Sc. 38 CONT Pnl. C Bg. day night



Sc. 39 CONT Pnl. D Bg. day night



Dialog:

Action:

-M. FLOATS OFF/S.

-K TURNS HEAD.

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

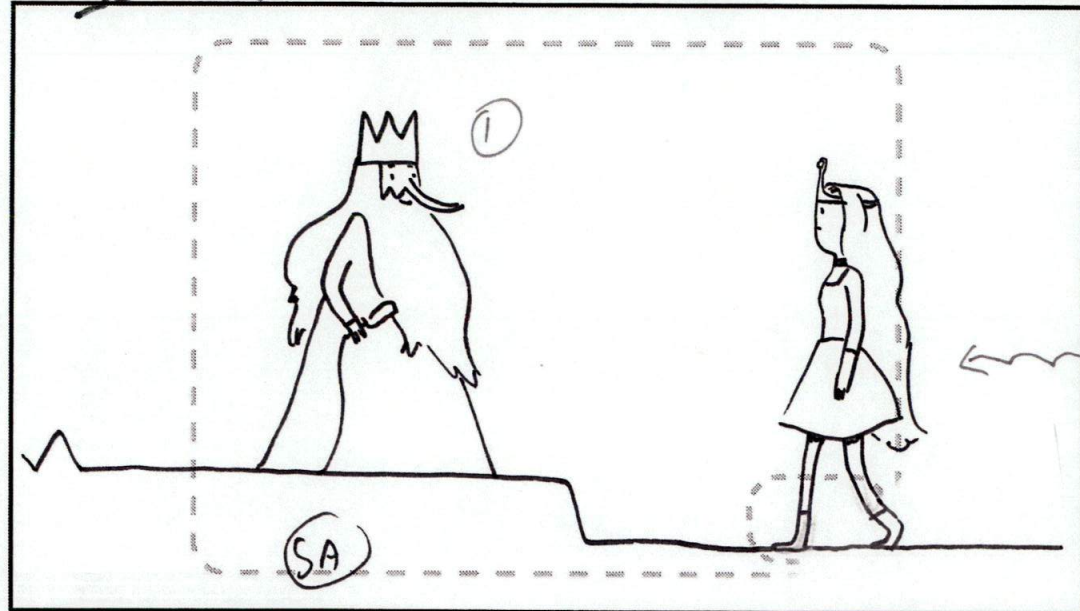
1034/234

ADVENTURE TIME

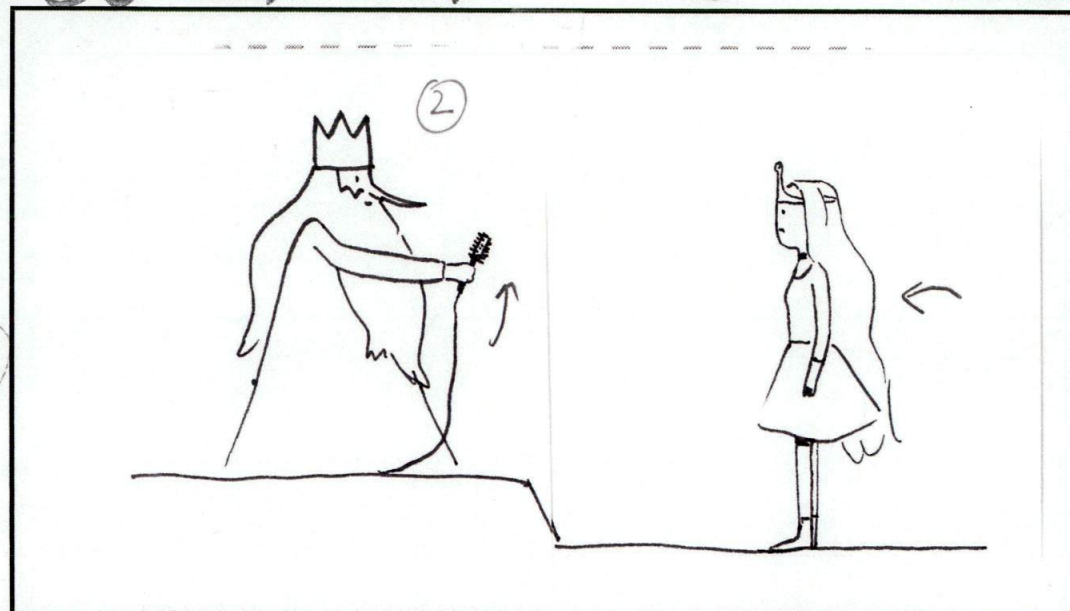


Page 47

Sc. 35 CONT Pnl. E Bg. day night



Sc. 35 CONT Pnl. F Bg. day night



Dialog:

Action:

-PB WALKS ON/S.

-IK RAISES MIC TO PB.

SEP 18 2015

Timing:

EPISODE #

Production:

1034-234

1034/234

1034/234

1034/234

ADVENTURE TIME



Page 48

Sc. 36

Pnl. A

Bg.

day night

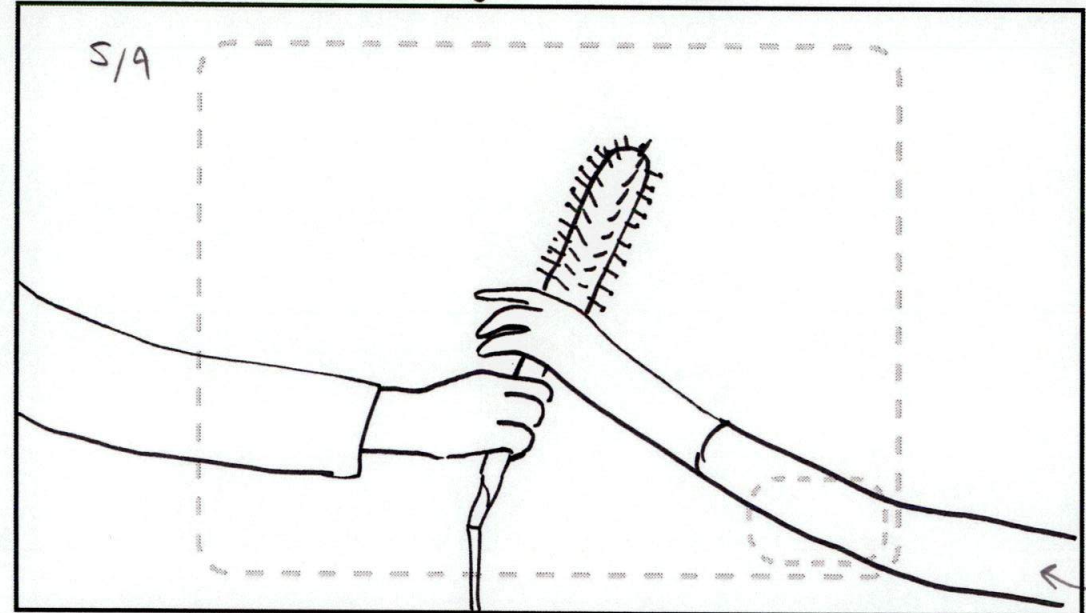


Sc. 36

CONT Pnl. B

Bg.

day night



Dialog:

Action:

- PB'S HAND COMES ON/S,

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

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ADVENTURE TIME



No Sc 37

Page 49
day night

Sc. 36 CONT Pnl. C

Bg.

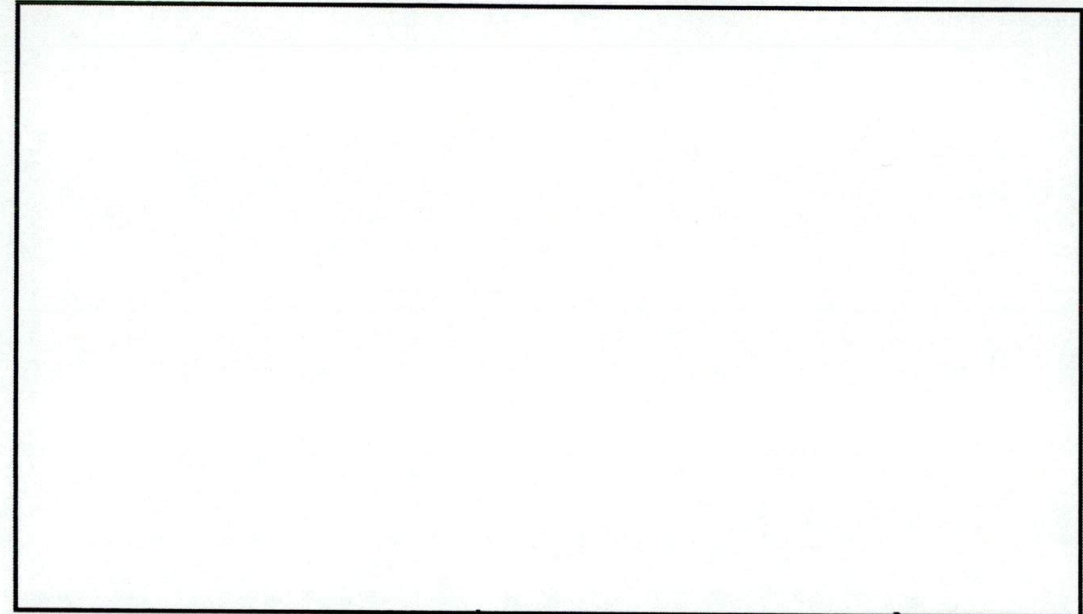
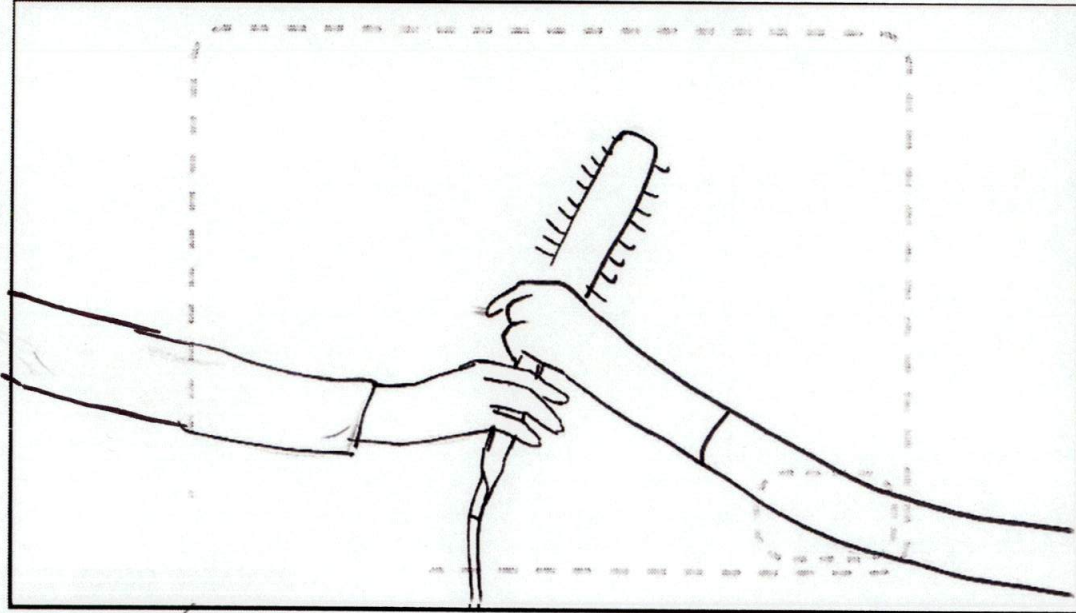
day night

Sc.

Pnl.

Bg.

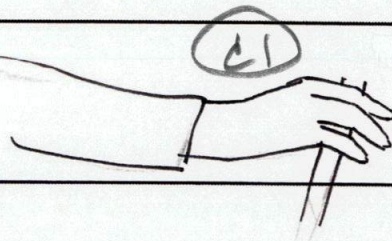
day night



Dialog:

SFX: (cue instrumental —————→)

Action:



(1K) let's go of mick
(1K) OUT

Timing:

SEP 18 2015

Production:

EPISODE #

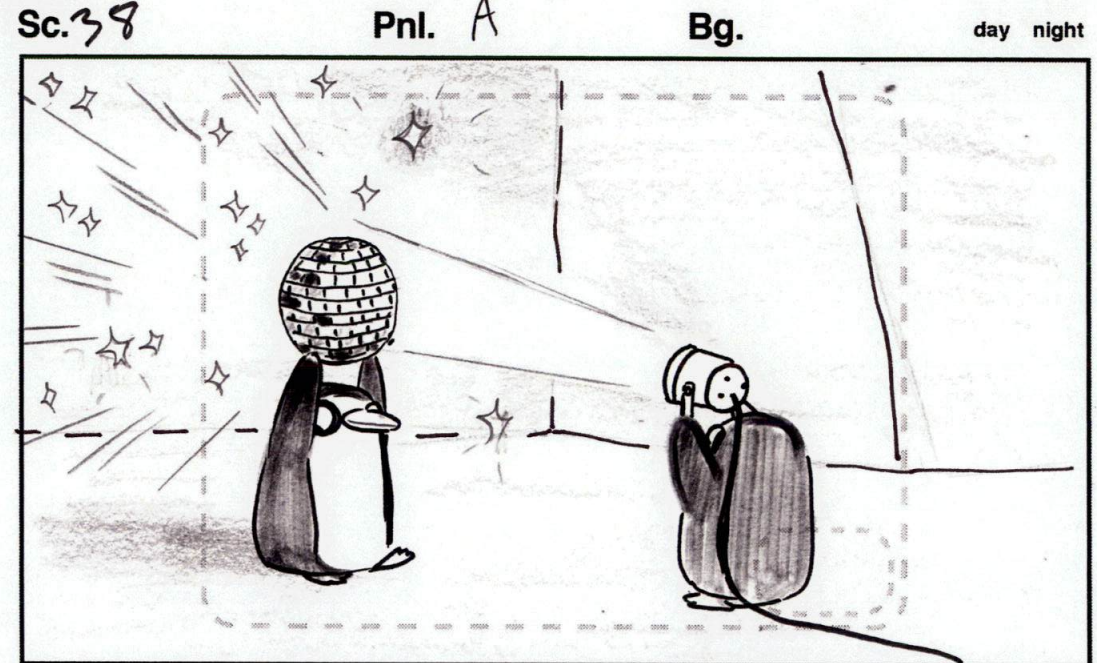
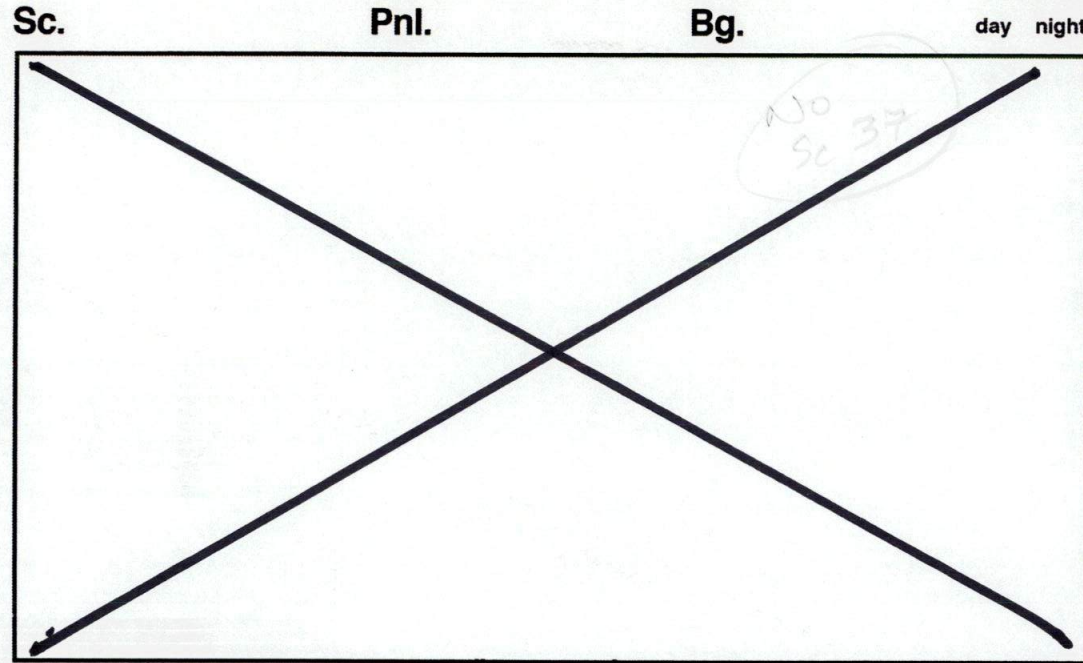
1034-234

1034/234

1034/234

1034/234

ADVENTURE TIME



Dialog:

SFX: * Instrumental music —————→

Action:

- Lights dim, sparkles appear

- penguin shines light on other penguin holding disco ball and turning around

Timing:

SEP 18 2015

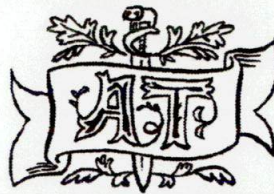
1034-234

EPISODE #

1034/234

Production:

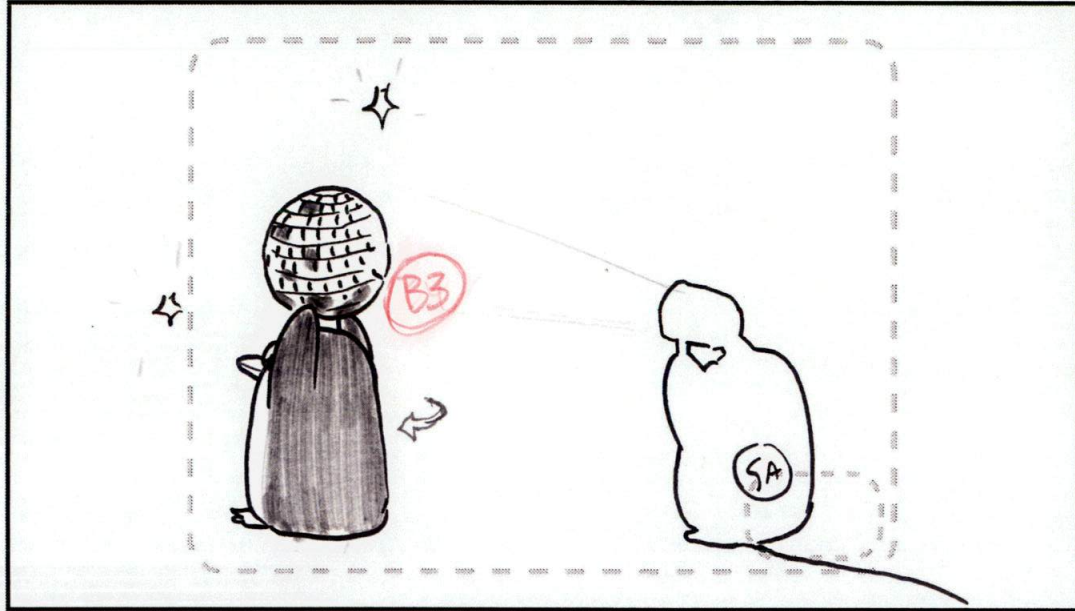
ADVENTURE TIME



Sc. 38 CONT Pnl. B

Bg.

day night

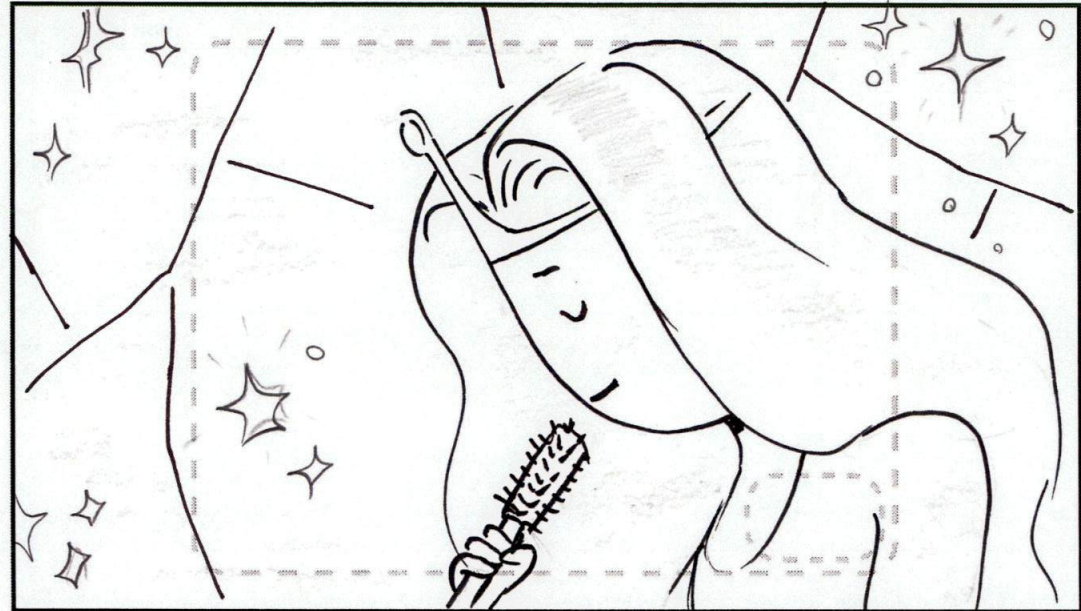


Sc. 39

Pnl. A

Bg.

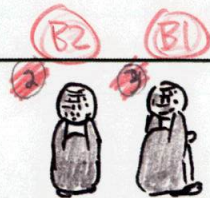
day night



Dialog:

SFX: (instrumental music CS) —————→

Action:



- Penguin turns around w/ mirror ball

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

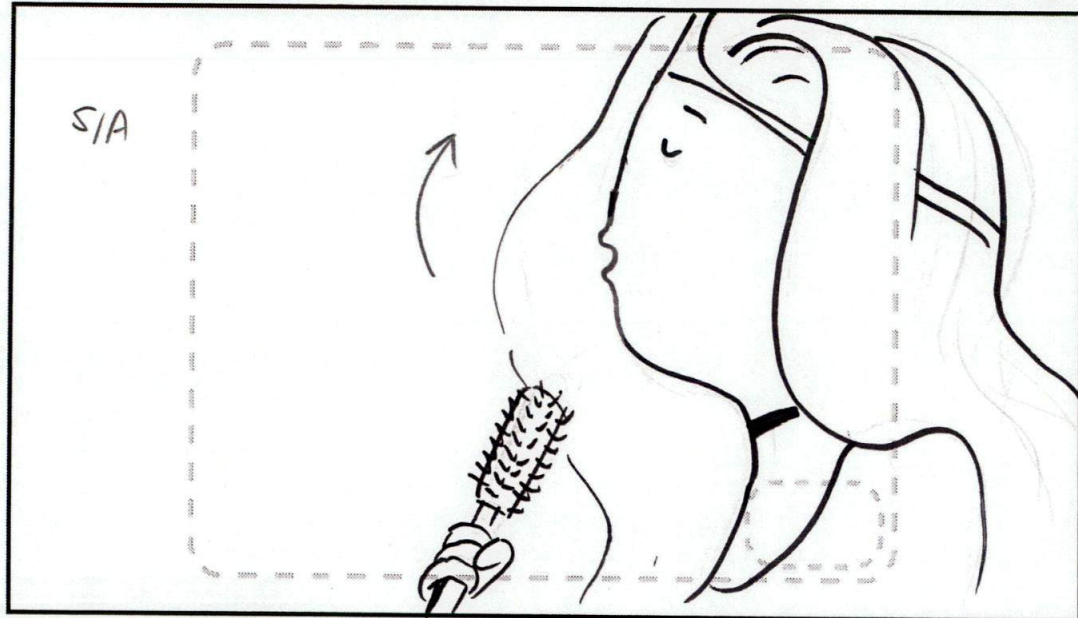
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ADVENTURE TIME

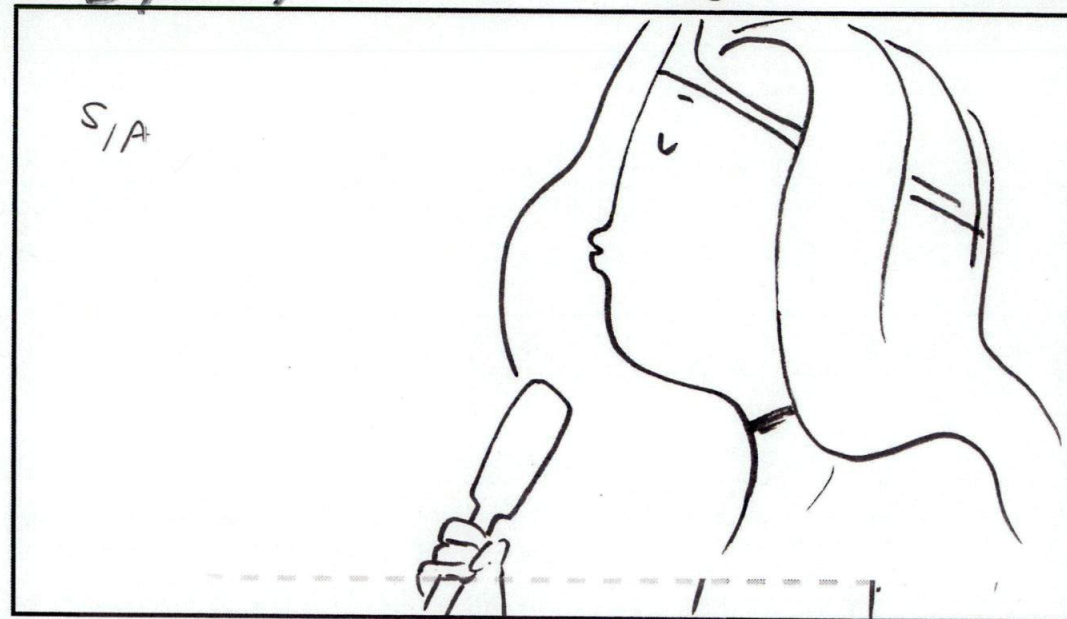


Page 52

Sc. 39 CONT Pnl. B Bg. day night



Sc. 39 CONT Pnl. C Bg. day night



Dialog:

PB: [deep inhale]

(PB) WH--

(IK_(OS)) ((BRAAY!!!))) →

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

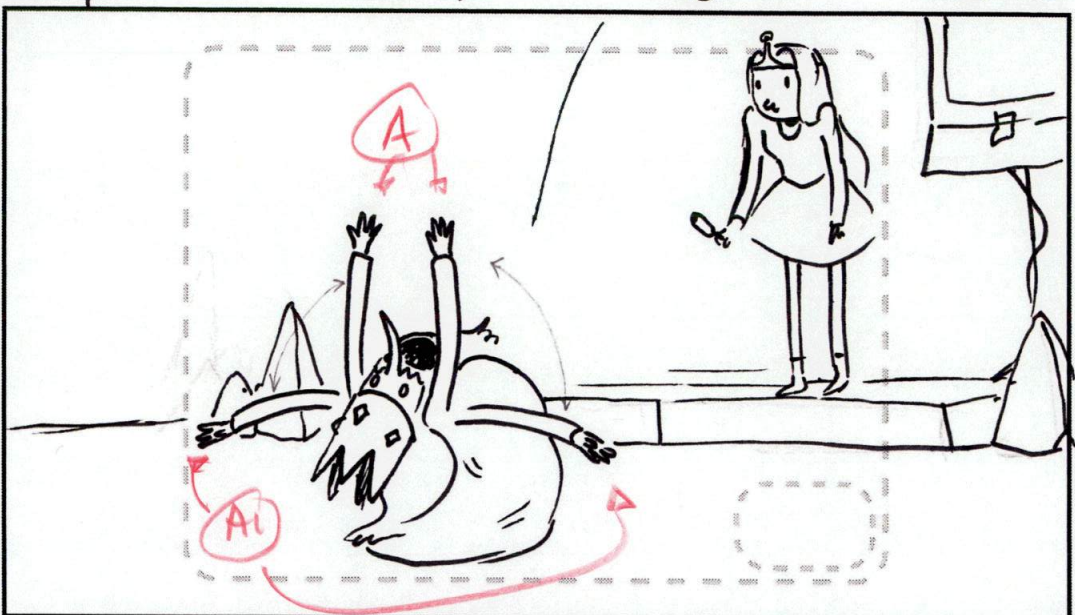
ADVENTURE TIME



Sc. 39 *CONT* Pnl. D Bg. day night



Sc. 40 Pnl. A Bg. day night



Dialog:	
(1K) ^(9/5) → BRAYYYY (cont)	(1K) BRAAAAAAY
Action:	
- BG STOPS SPARKLING.	- 1K FLAPPING ARMS VIOLENTLY. SEP 18 2013
Timing:	

1034-234

EPISODE #

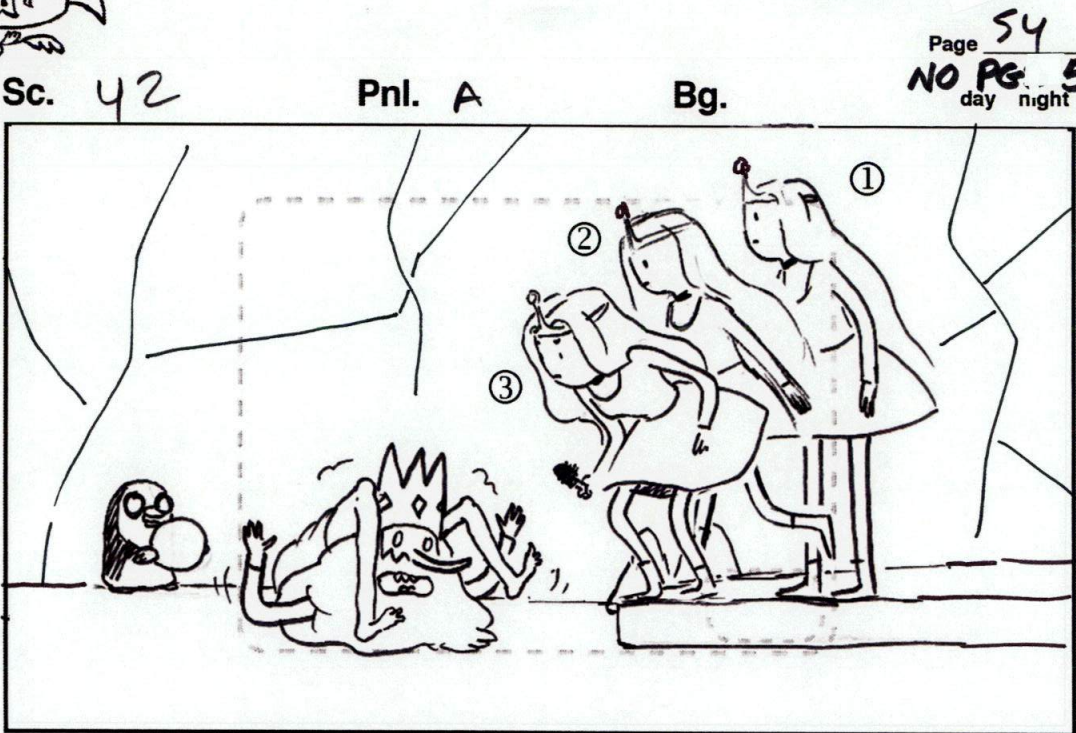
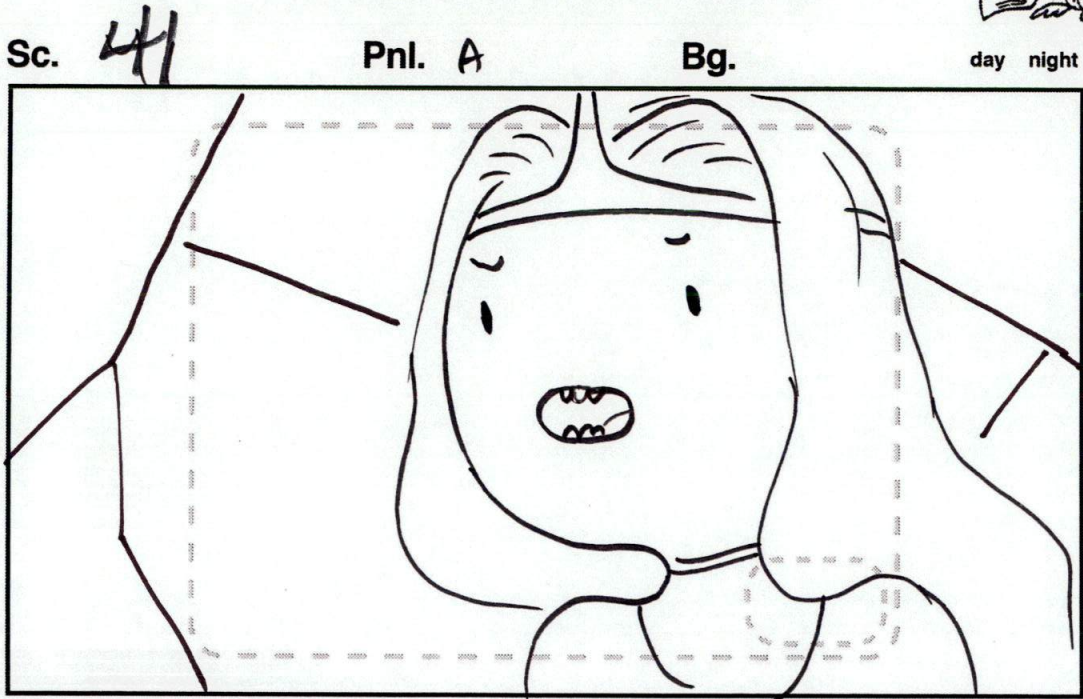
1034/234

Production:

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1034/234

ADVENTURE TIME



Dialog:

PB Uh....

IK (panting)
Crown sfx ② Bziiip!

SEP 18 2015

Action:



- Crown sparks and shows flashes of circuitry
- PB LEANS IN TOWARDS ICE KING.

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

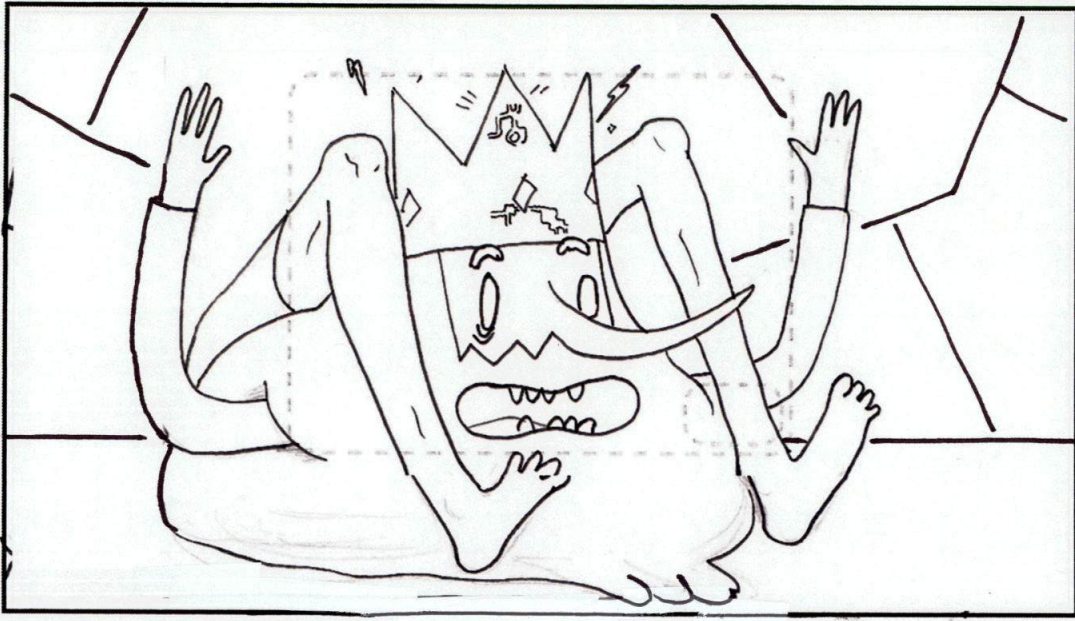
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1034/234

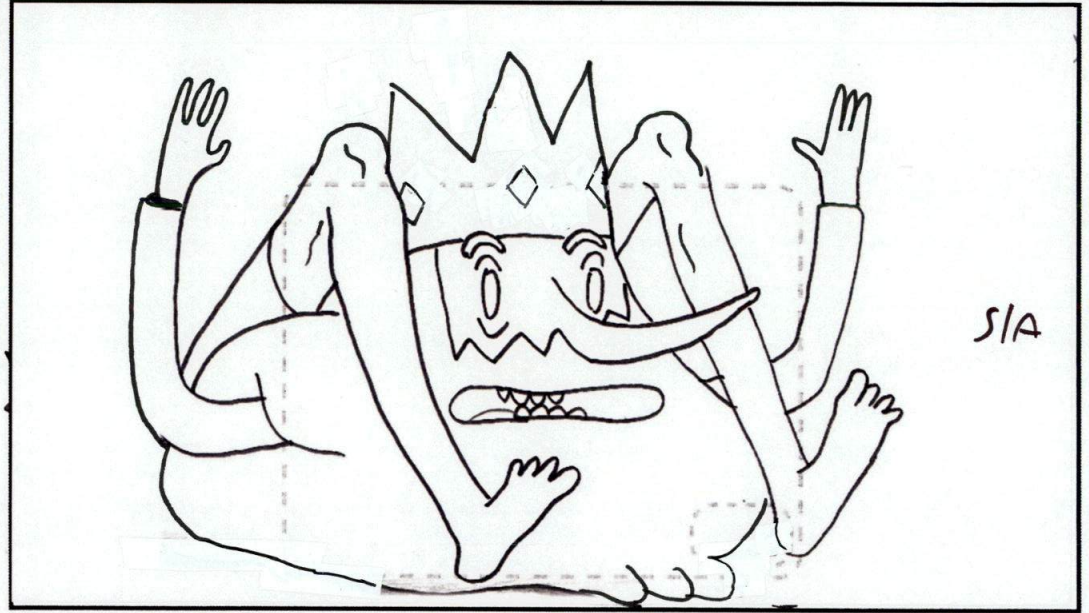
ADVENTURE TIME



Sc. **43** Pnl. **A** Bg. day night



Sc. **43 CONT** Pnl. **B** Bg. day night



Dialog:

Sfx *crackle Bzip*
Crown

(IK) [PANTING]

Action:

- SURFACE/CIRCUITRY of CROWN
FLASHES, SPARKS.

- IK Bites down crookedly

SEP 18 2010

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

ADVENTURE TIME

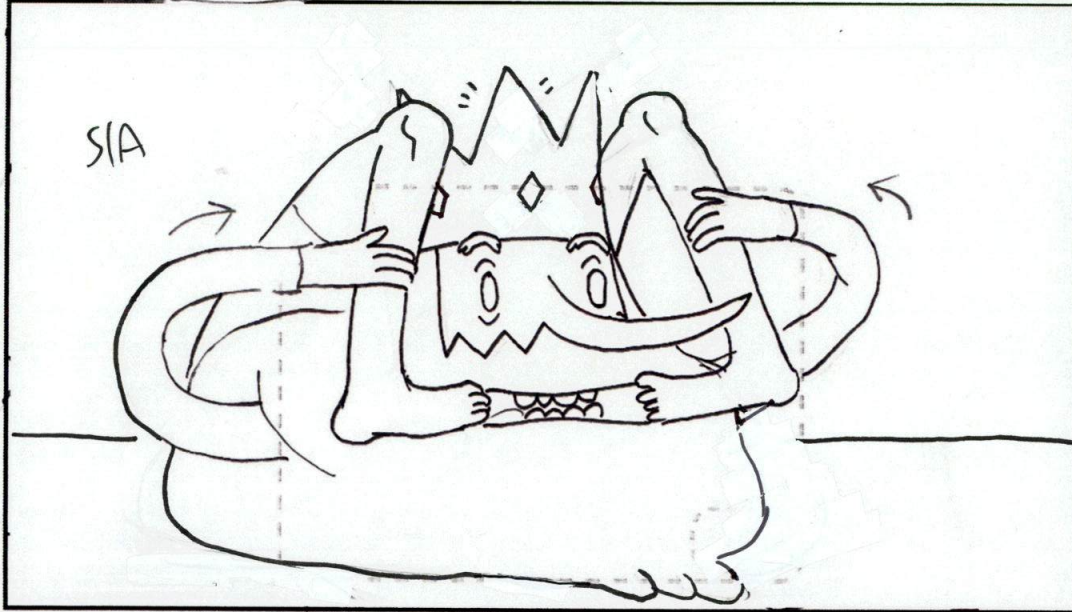


Page 57
day night

Sc. 43 CONT Pnl. C

Bg.

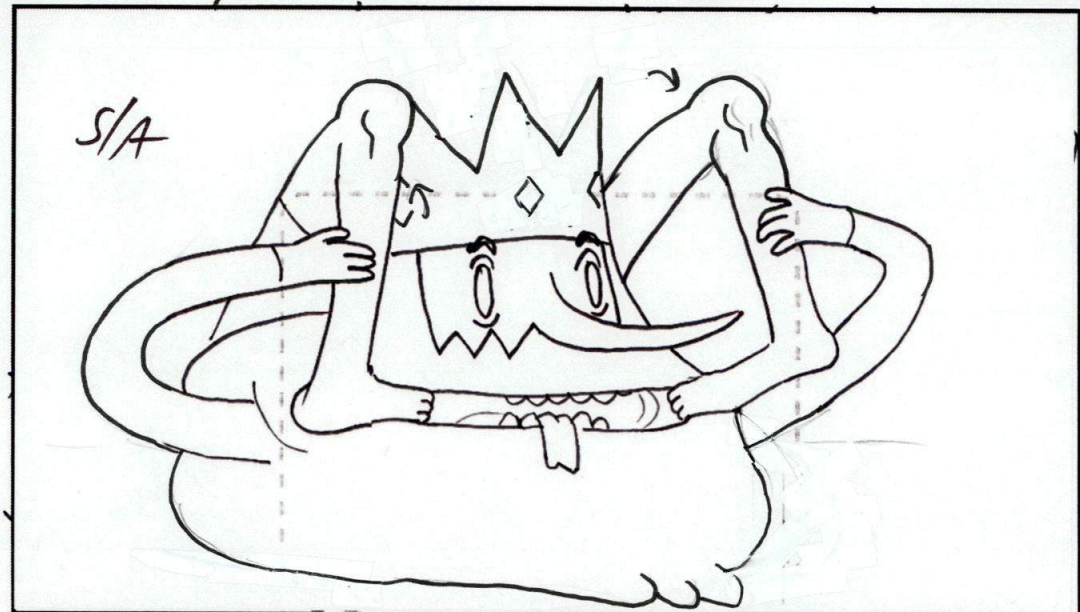
day night



Sc. 43 CONT Pnl. D

Bg.

day night



Dialog:

(IK) (CROOAAK) VILLUR ...

Action:

- IK PULLS MOUTH OPEN W/ FEET.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production:

1034/234

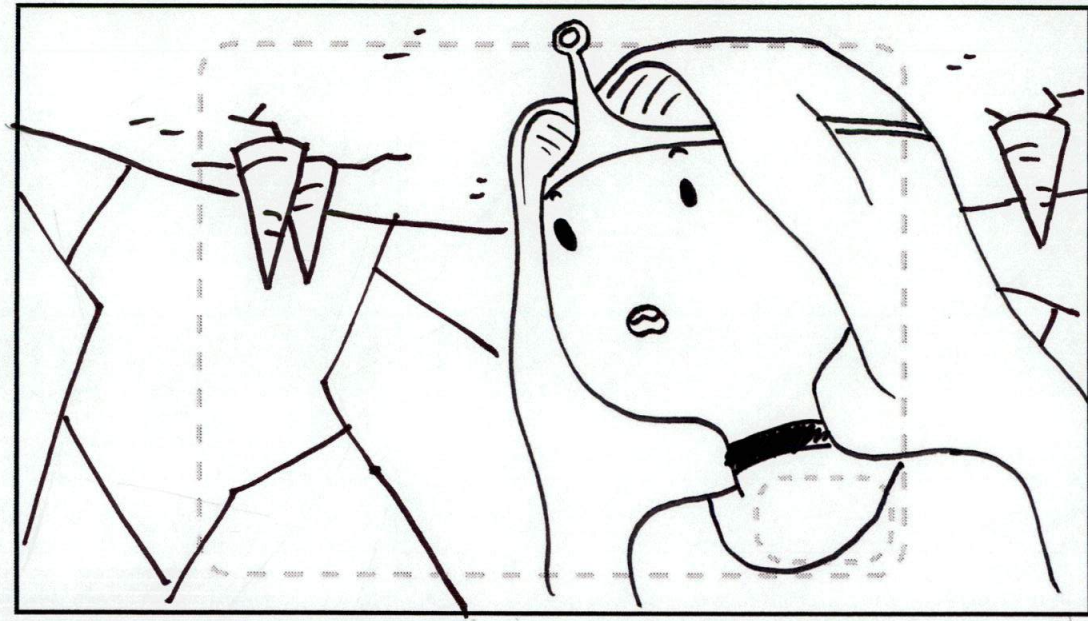
1034/234

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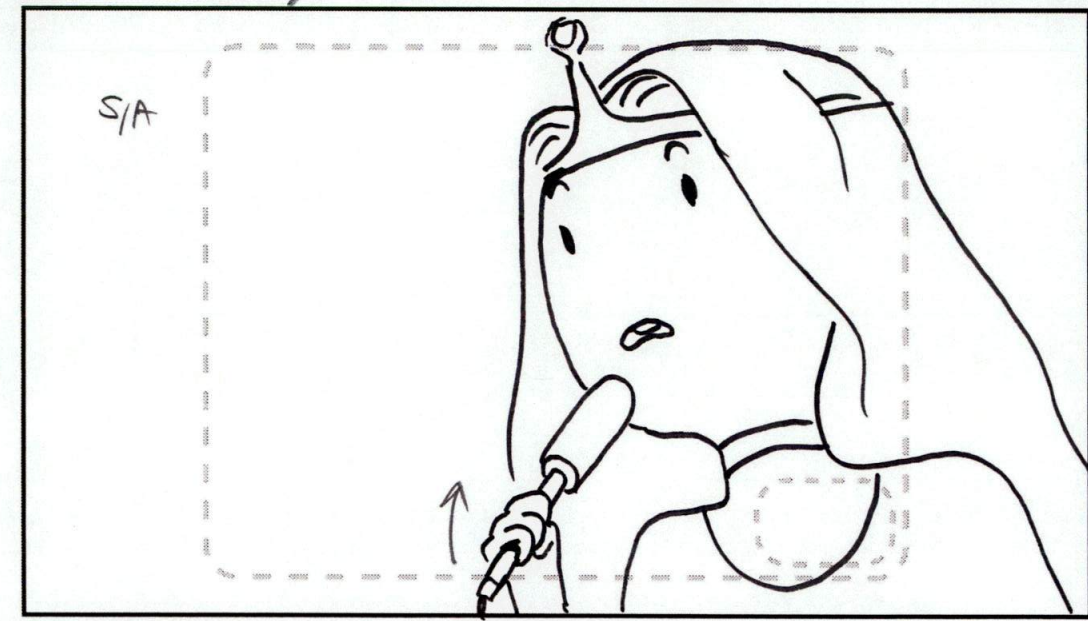
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 44 CONT Pnl. B Bg. day night



Dialog:	(IK) (O/S) OG Leiðréttingar!	(PB) Um... (on mic)
Action:	- PB RAISES MIC.	
Timing:	SEP 18 2015	

EPISODE # 1034-234

Production:

1034/234

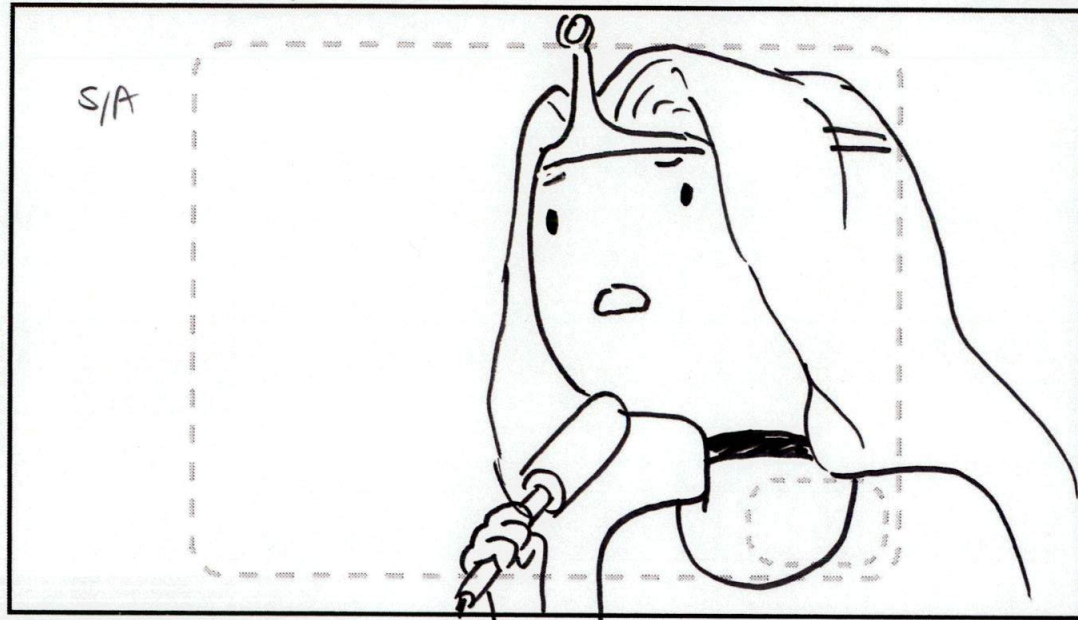
ADVENTURE TIME



Sc. 44 CONT Pnl. C

Bg.

day night

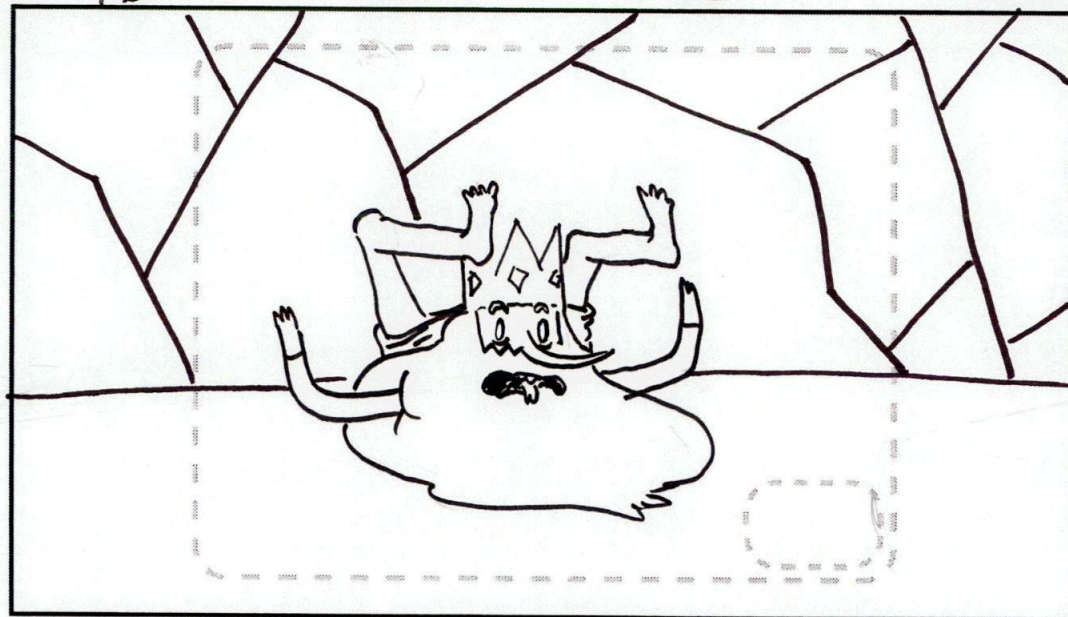


Sc. 45

Pnl. A

Bg.

Page 59
NO PG 60
day night



Dialog:

(PB) marceline?!
(on mic)

(IK) IRSLEERSKAT PRJON

Action:

SEP 18 2015

Timing:

Production:

EPISODE #

1034-234

1034/234

1034/234

1034/234

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ADVENTURE TIME

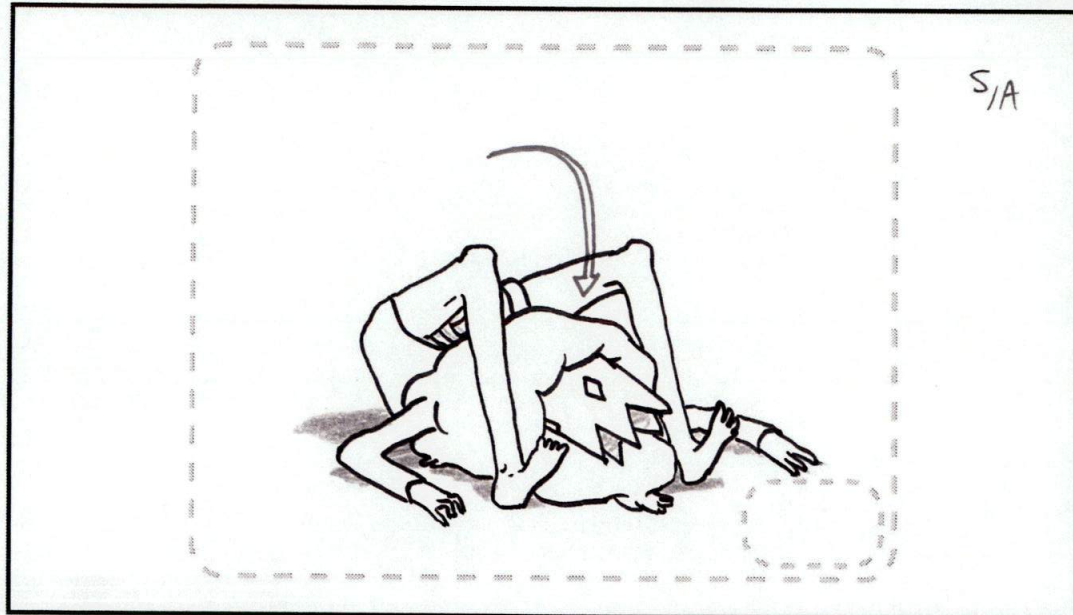


Page 61

Sc. 45 CONT Pnl. B

Bg.

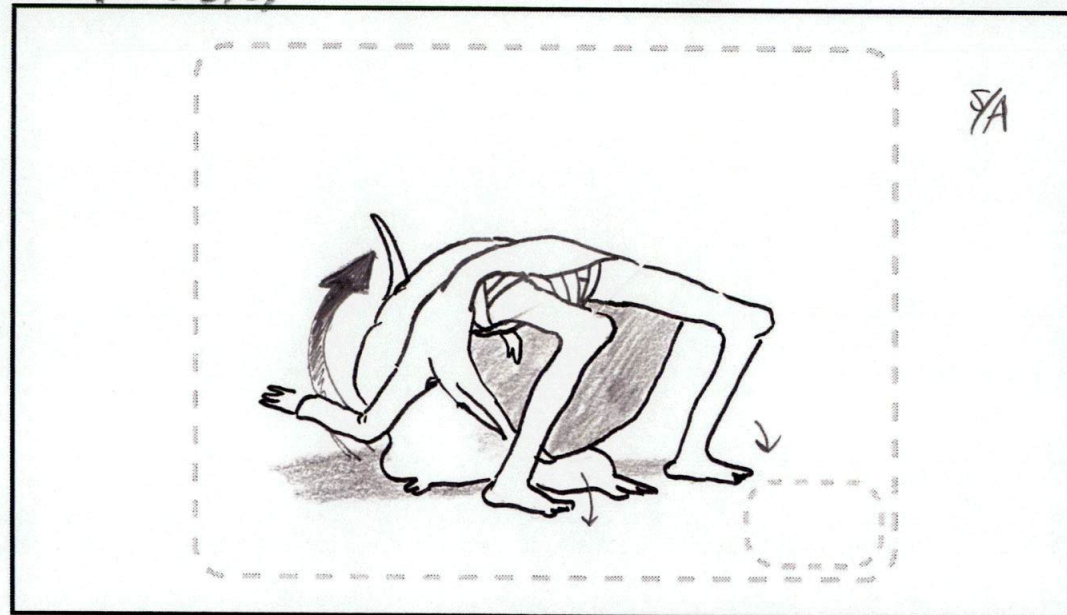
day night



Sc. 45 CONT Pnl. C

Bg.

day night



Dialog:

(IK) PRJON PRJON ...

(IK) PRRRR ~~~~~>

Action:

- K PLANTS FEET.

- IK LIFTS UPPER BODY FROM
BETWEEN LEGS.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production:

1034/234

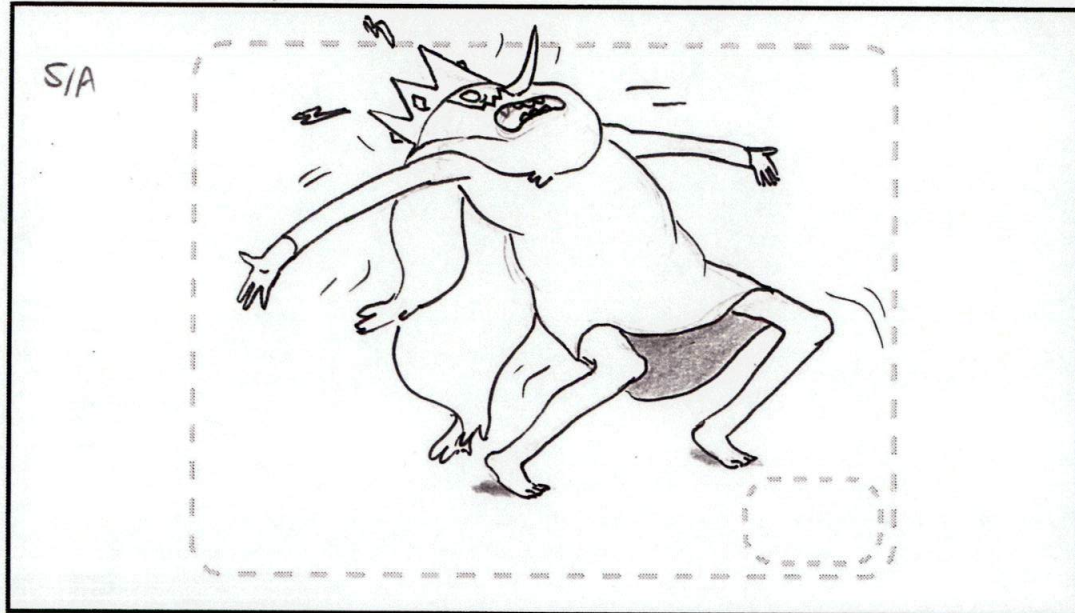
ADVENTURE TIME



Page 62

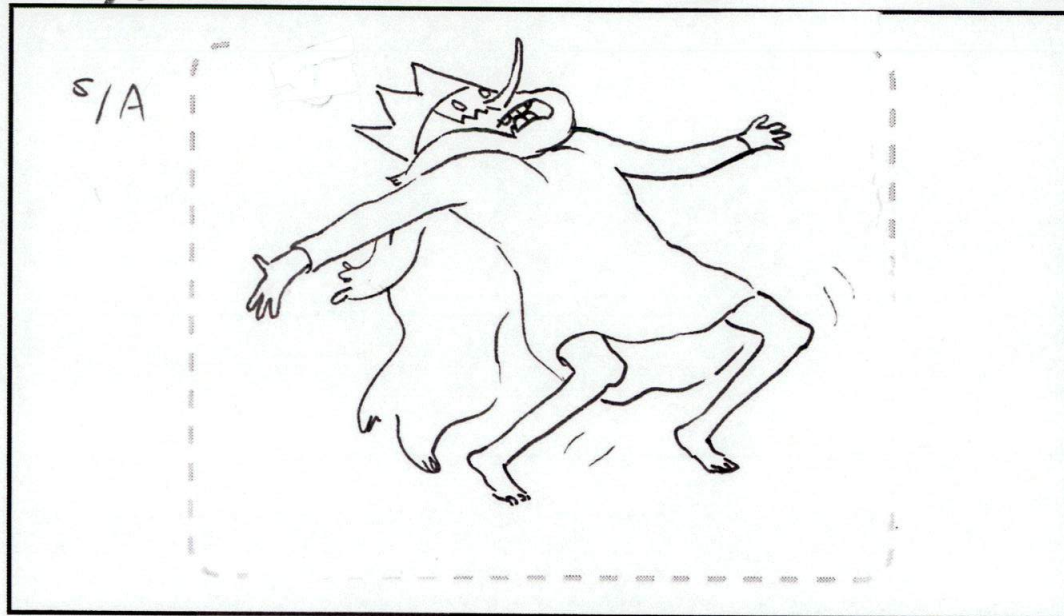
Sc. 45 CONT Pnl. D Bg.

day night



Sc. 45 CONT Pnl. E Bg.

day night



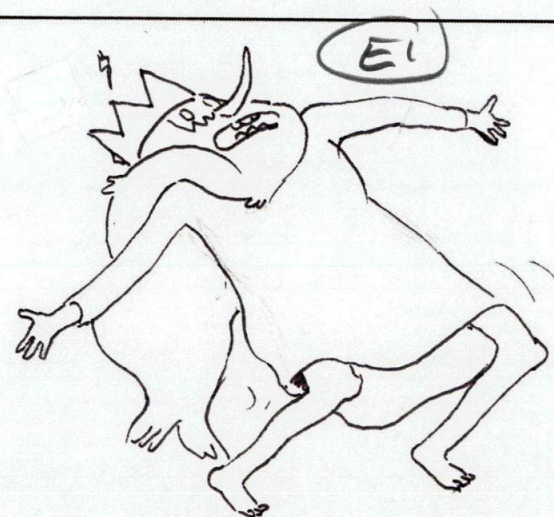
Dialog:

(IK)
(cont) rrrrrjon!

Action:

- IK rapidly vibrate/jiggle/jerks as he rises
also: crown sporadically sparks
cycle (1)(2)
(1 x many times)

Timing:



SEP 18 2015

Production:

EPISODE #

1034-234

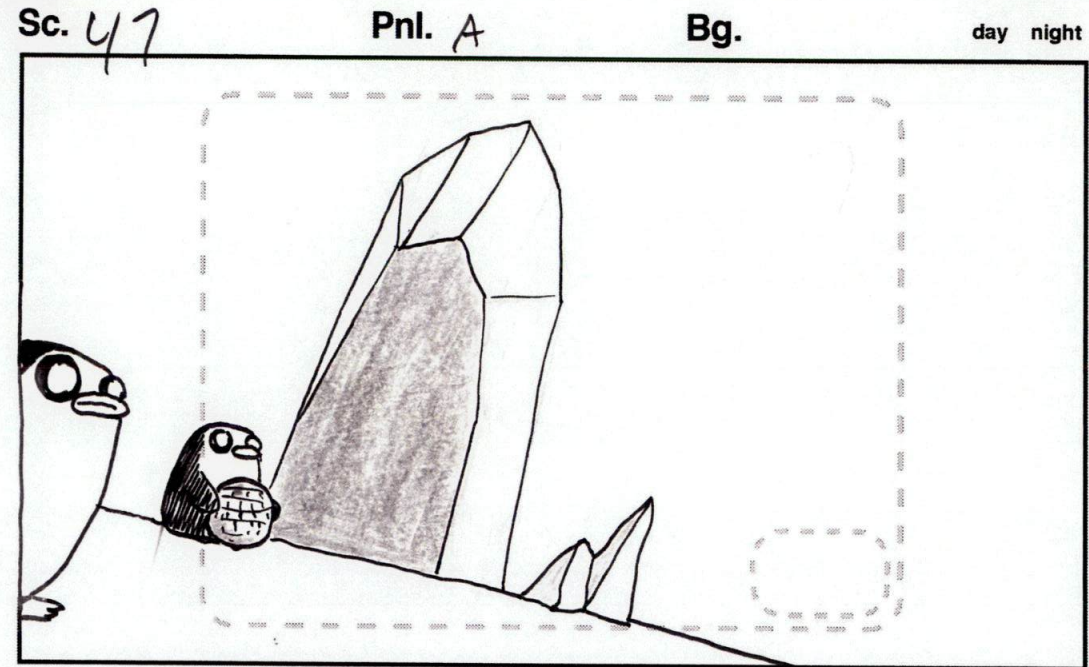
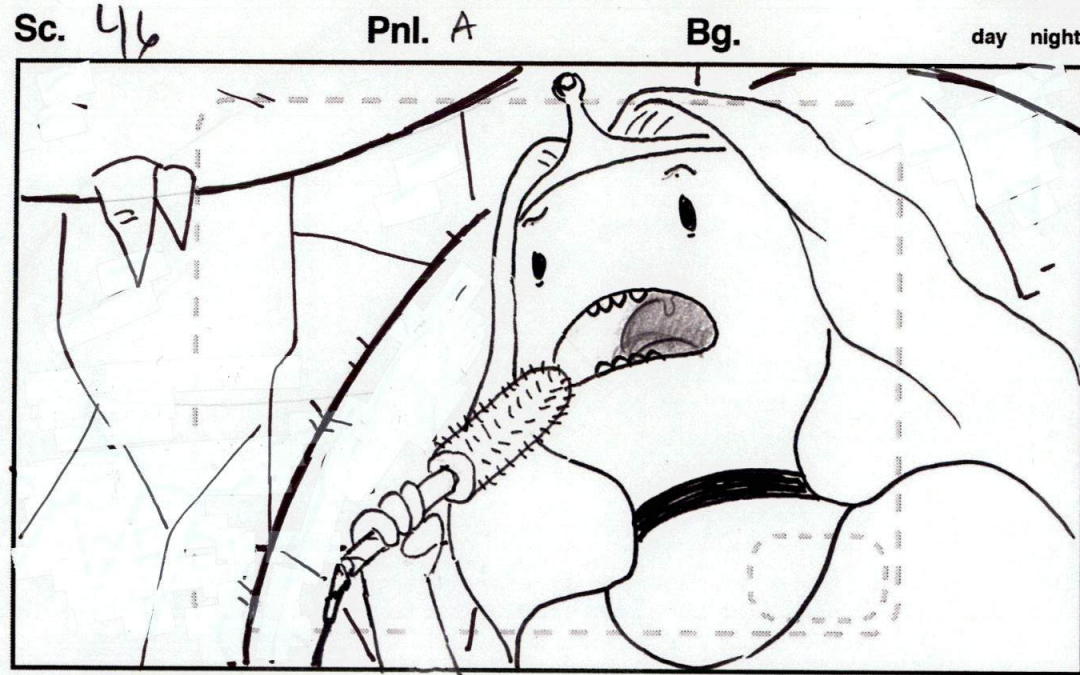
1034/234

1034/234

ADVENTURE TIME



Page 63



Dialog:

PB marceline ! get out here, quick!

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

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1034/234

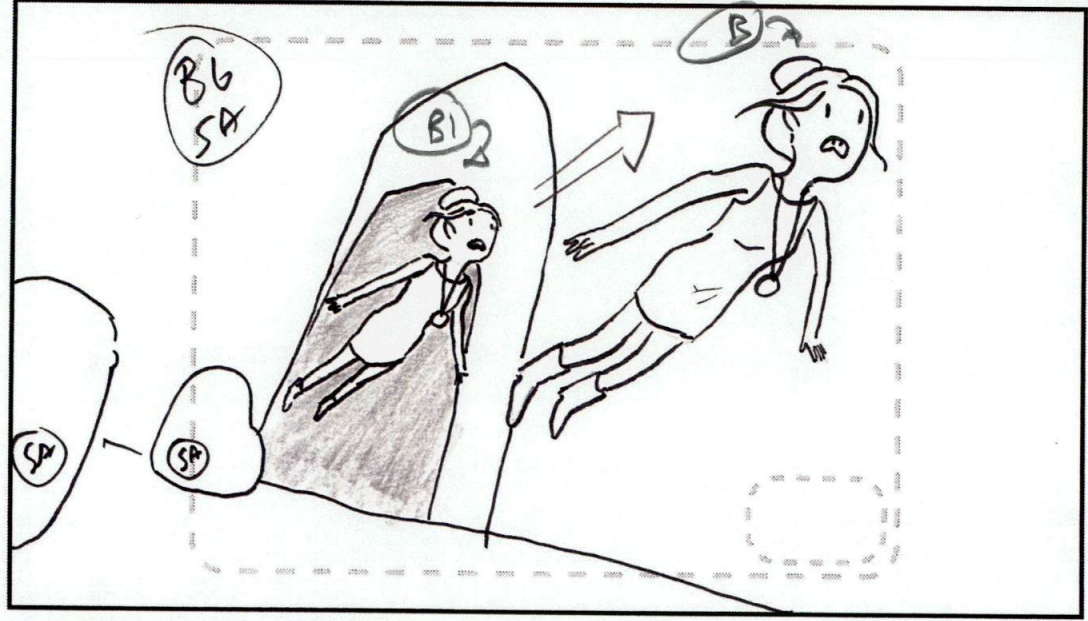
ADVENTURE TIME



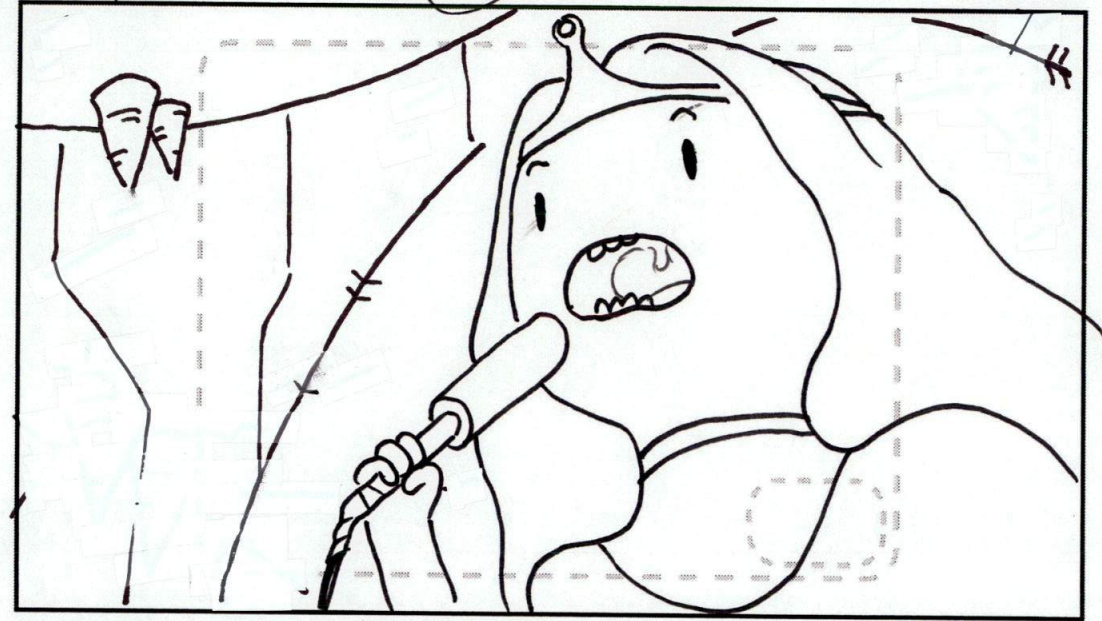
NO SC49

Page 64

Sc. 47 CONT Pnl. B Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:
(M) What's going on?!

(PB) (mic) Somethings wrong with the IK!

Action:
- M. FLIES ON/S.

Timing:

SEP 18 2015

Production:

EPISODE # 1034-234

1034/234

1034/234

ADVENTURE TIME



Page 65

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>50</u>	<u>A</u>			

Dialog:	(m) Oh no! Simon?!
Action:	
Timing:	

SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

1034/234

ADVENTURE TIME



Page **66**

Sc. **50** **CONT** Pnl. **B**

Bg.

day night

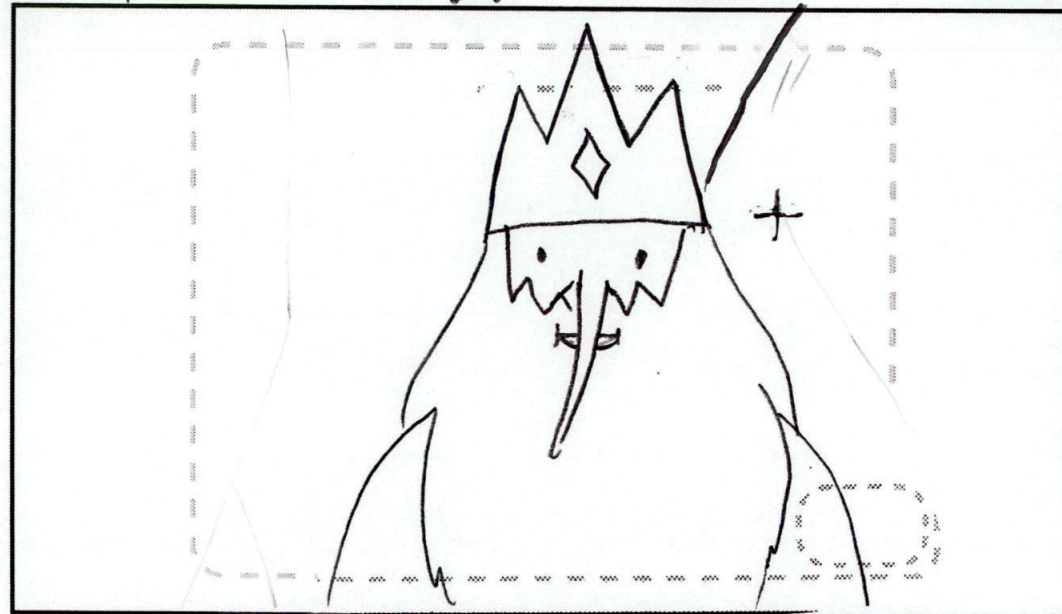


Sc. **51**

Pnl. **A**

Bg.

day night



Dialog:

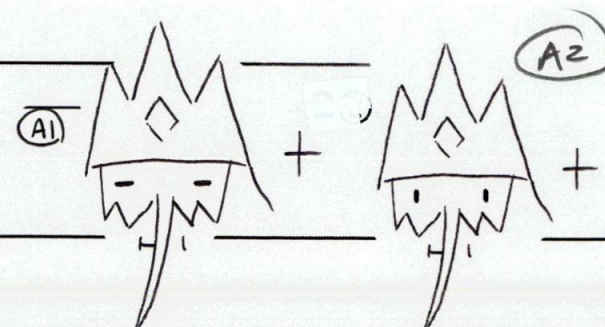
(IK) hi marceline

Action:

- IK turns to face Marceline - IK SLOW BLINKS.
- PB LOOKS AT IK

SEP 18 2015

Timing:



EPISODE # 1034-234

1034/234

Production:

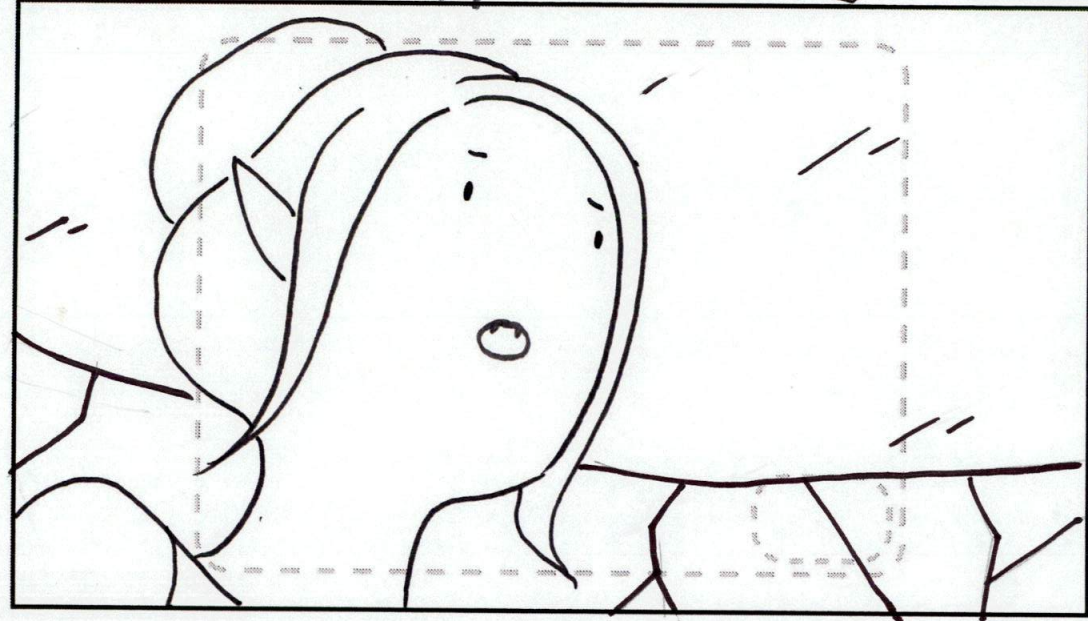
1034/234

ADVENTURE TIME

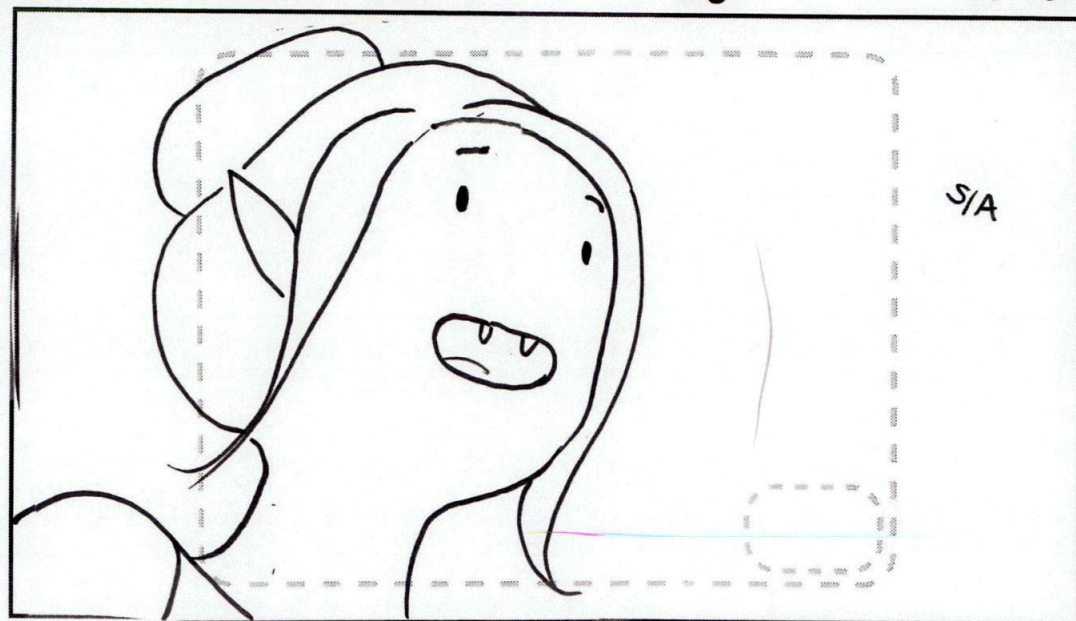


Page 67
day night

Sc. 52 Pnl. A Bg. day night



Sc. 52 CONT Pnl. B Bg. day night



Dialog:	
(M) are you guys pranking me?!	
Action:	SEP 18 2015
Timing:	

EPISODE # 1034-234

Production:

1034/234

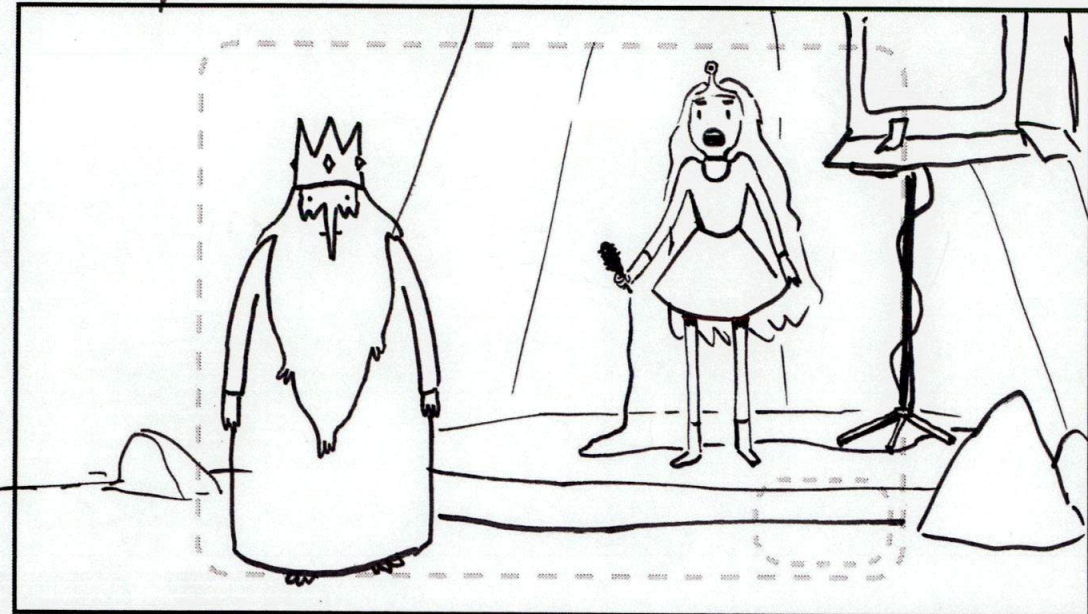
1034/234

ADVENTURE TIME

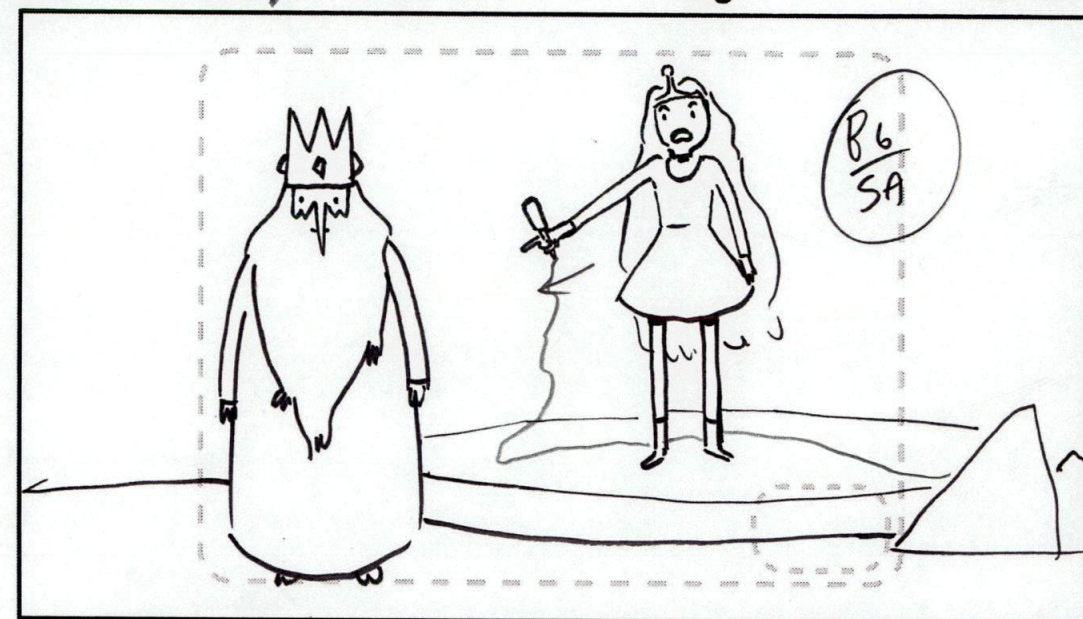


Page **68**

Sc. **53** Pnl. **A** Bg. day night



Sc. **53 CONT** Pnl. **B** Bg. day night



Dialog:

(PB) your friend just majorly malfunctioned!

Action:

Timing:

SEP 18 2015

EPISODE # **1034-234**

Production:

1034/234

1034/234

ADVENTURE TIME



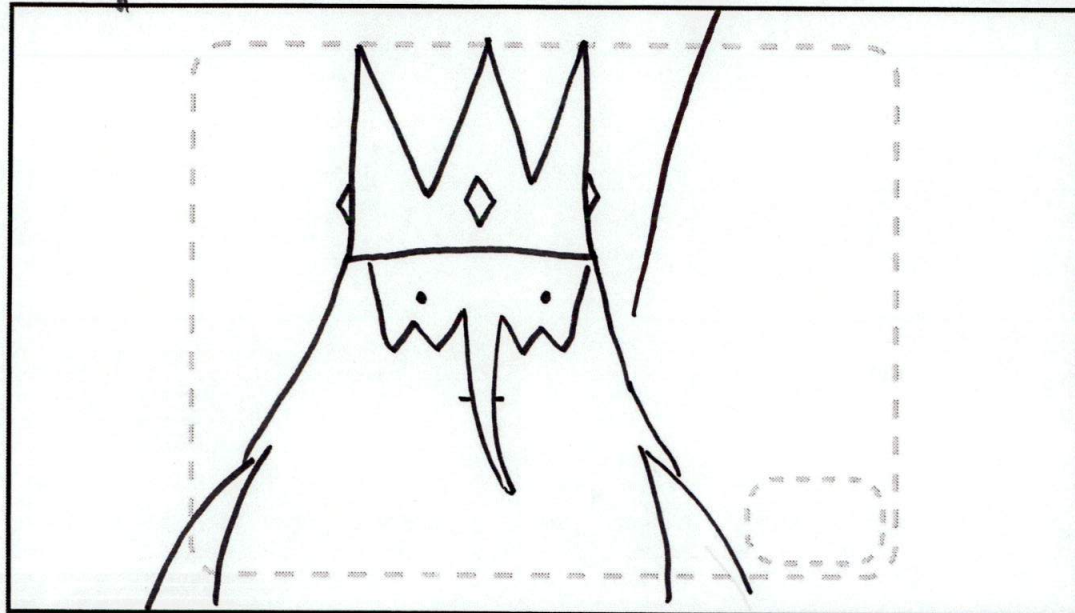
Page 69

Sc. 54

Pnl. A

Bg.

day night

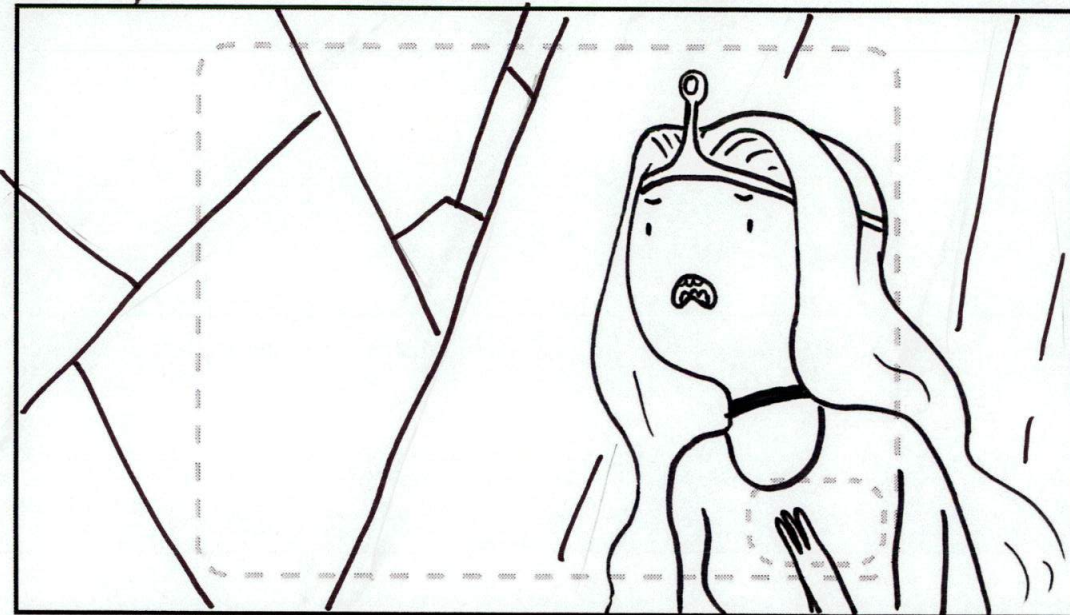


Sc. 55

Pnl. A

Bg.

day night



Dialog:

(PB) he was jerking around
(OS) ALL WEIRD --

(PB) and his voice sounded like
he was possessed

Action:

ALT: AND HIS VOICE SOUNDED GNARLY!

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

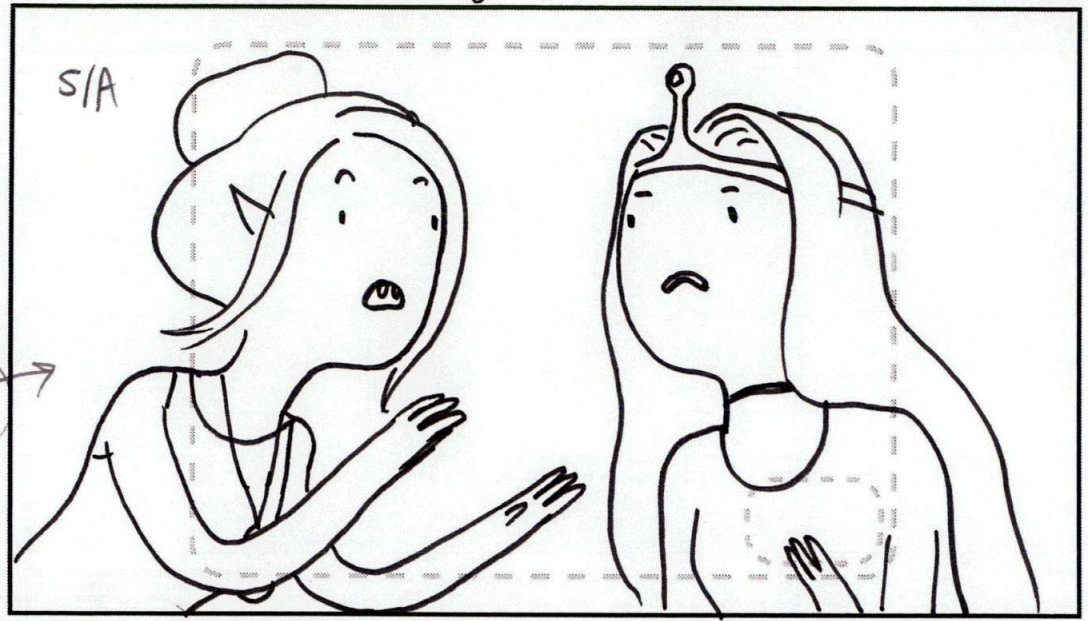
1034/234

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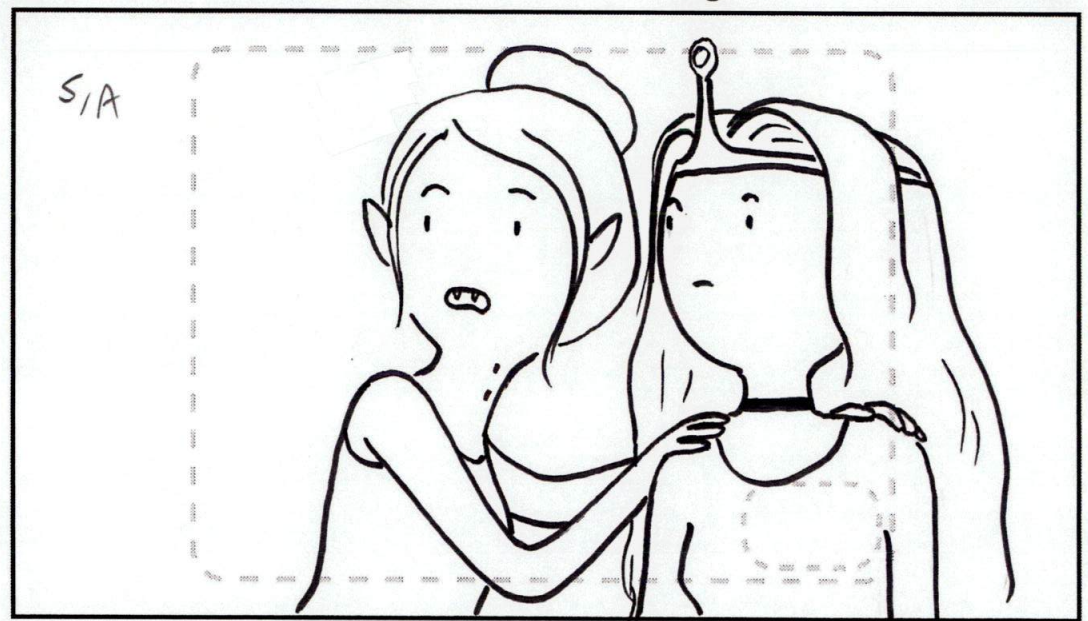
ADVENTURE TIME



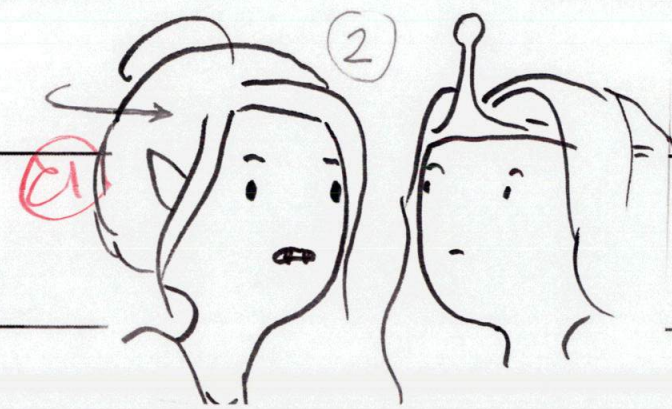
Sc. *SS CONT* Pnl. *B* Bg. day night



Sc. *SS CONT* Pnl. *C* Bg. day night



Dialog:	
<i>(M) Woah!</i>	<i>(hushed voice) (M) Cool out, B-Bell !</i>
Action:	
<i>- M. FLIES ON/S.</i>	
Timing:	



SEP 18 2015

EPISODE # **1034-234**

Production:

1034/234

1034/234

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1034/234

ADVENTURE TIME



Sc. Pnl. Bg.

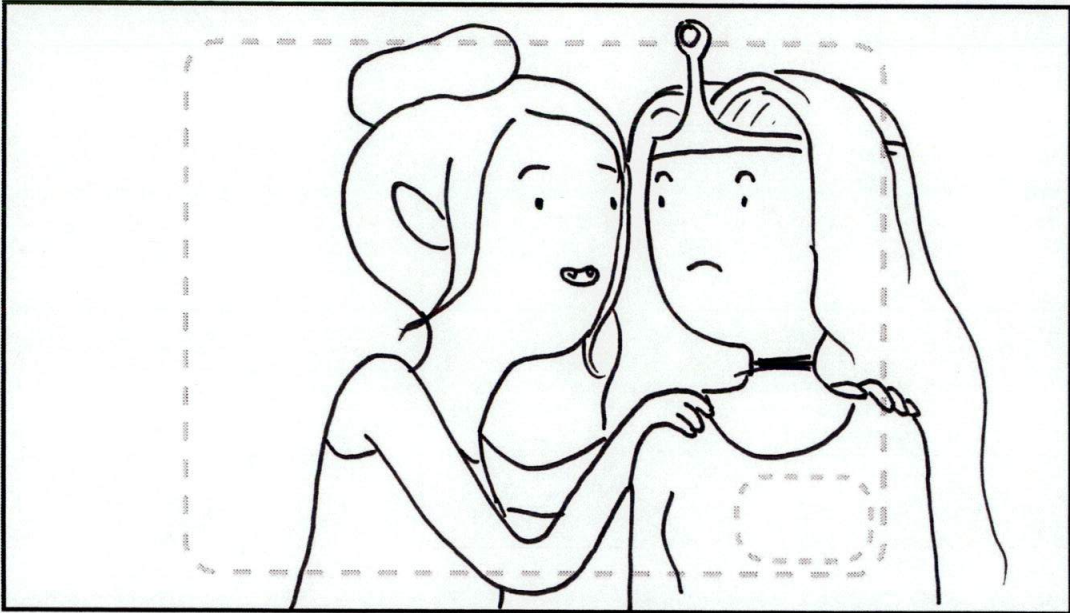
day night

Sc. 55 *CONT*

Pnl. D

Bg.

day night



Dialog:

M/ I know you love kareoke but you can't take it so seriously

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

ADVENTURE TIME



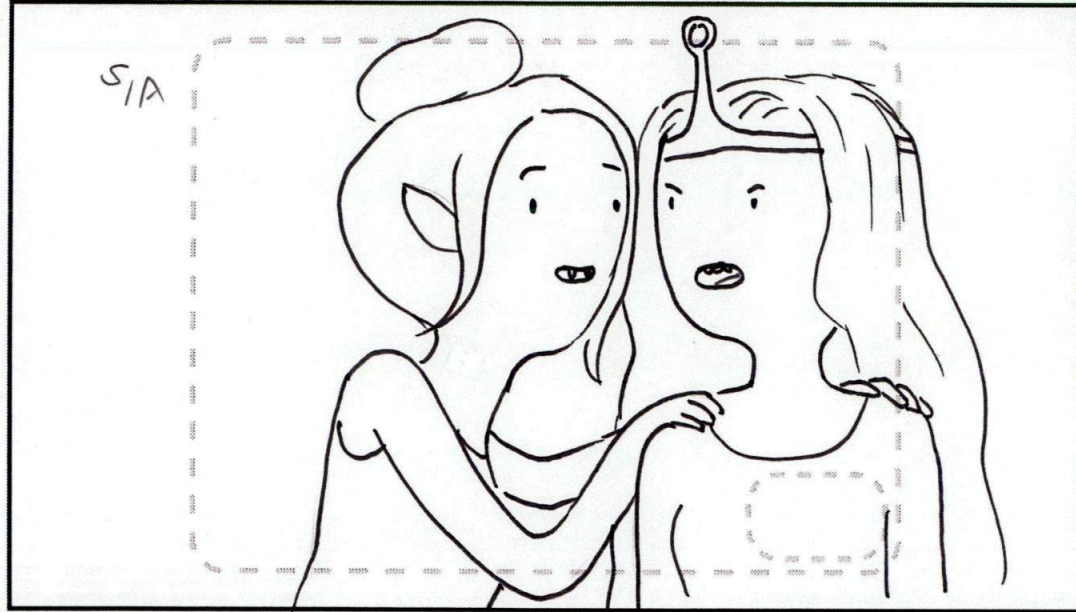
Page 72

Sc. 55 *CONT*

Pnl. E

Bg.

day night

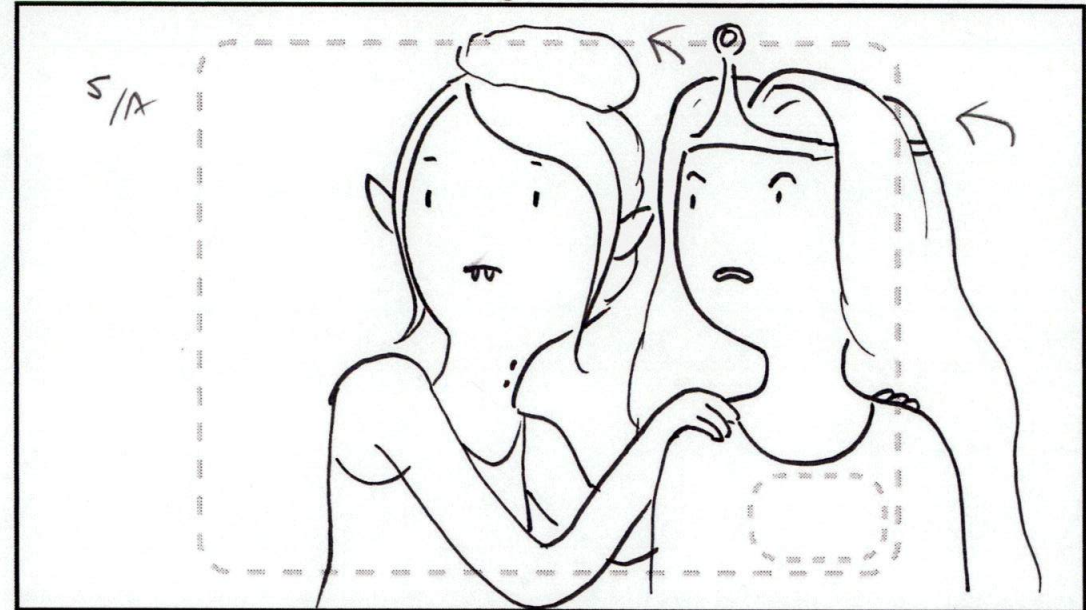


Sc. 55 *CONT*

Pnl. F

Bg.

day night



Dialog:

PB BUT Marcy, I SAW --

(OS)

SFX: * Ding a ling a ling! *

Action:

- PB + M LOOK TOWARDS OFF/S NoISC.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

1034/234

ADVENTURE TIME



Page 73
day night

Sc. 59

Pnl. A

Bg.

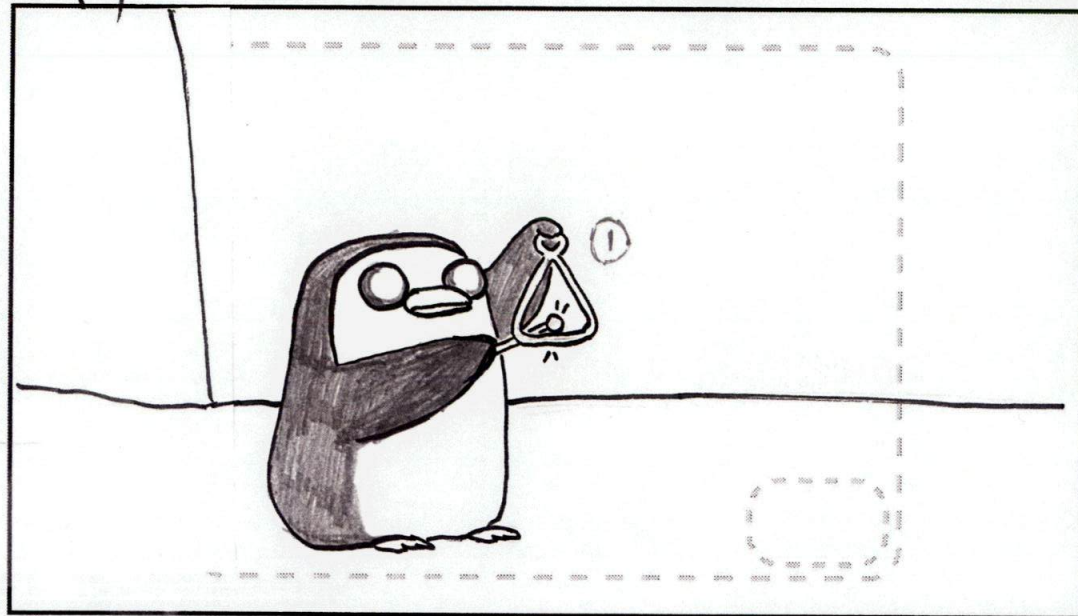
day night

Sc.

Pnl.

Bg.

day night



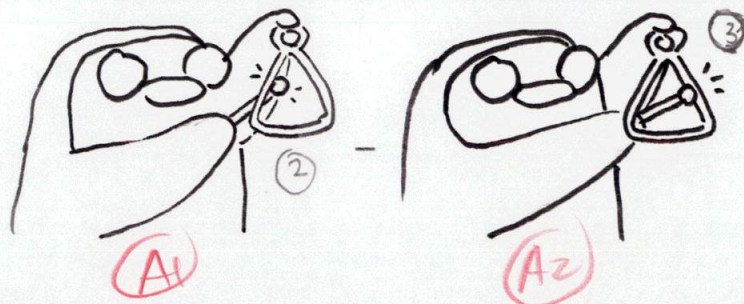
no sc. 60

Dialog:

(Sfx) *dingalingaling*

(1c) soups on!

Action:



- Gunther strikes triangle

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

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ADVENTURE TIME



Page **74**
day night

Sc. **59 cont** Pnl.

Bg.

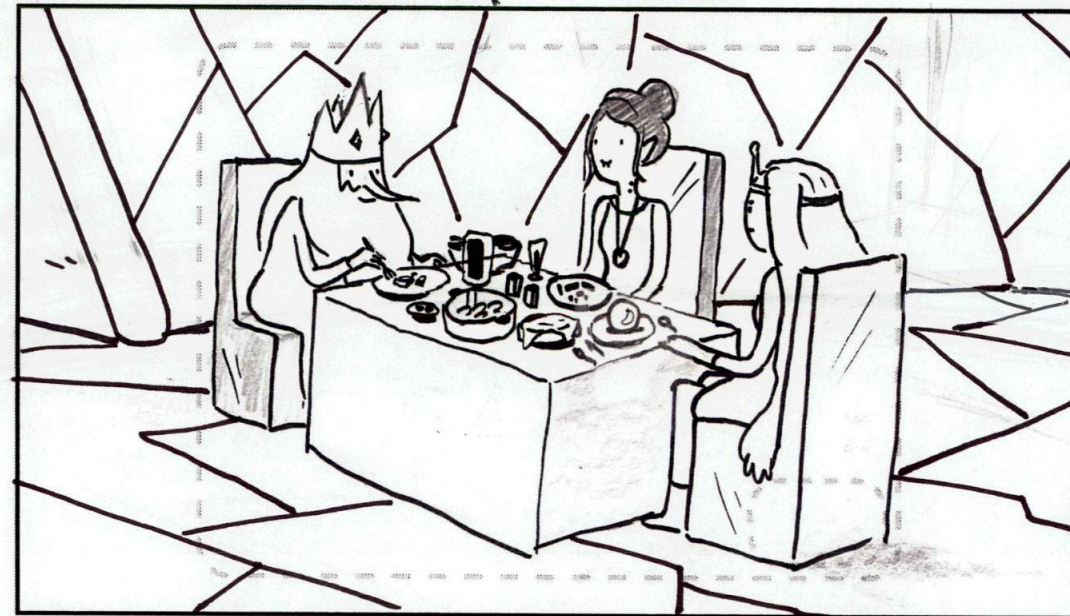
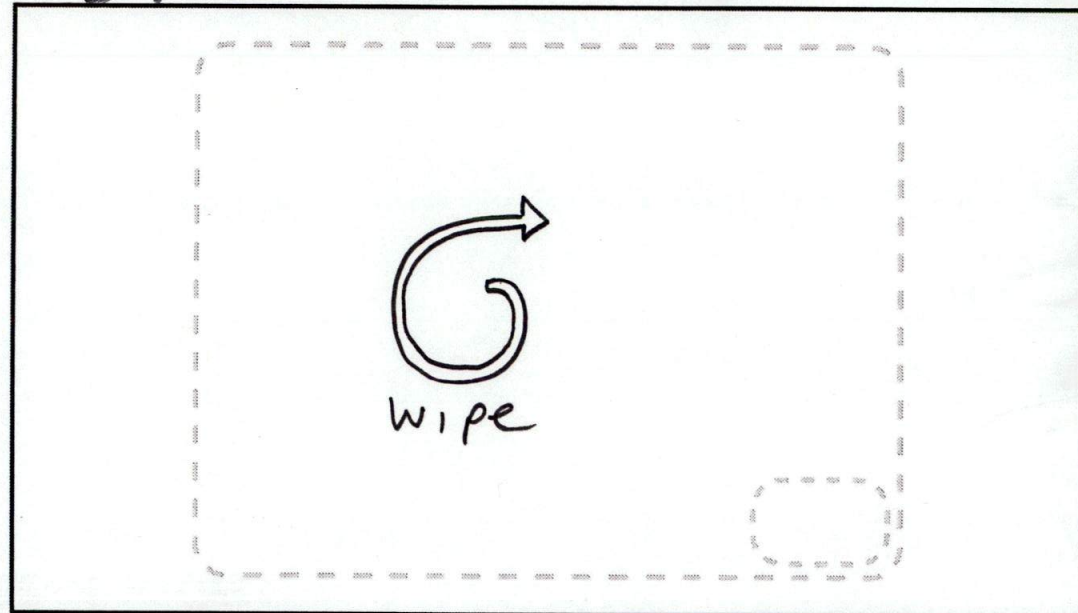
day night

Sc. **61**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- PB, IK, M SITTING AT DINNER
TABLE (PRINCESS MONSTER WIFE.) SEP 18 2015

Timing:

(ref "dining room" stock B6)

EPISODE # 1034-234

Production:

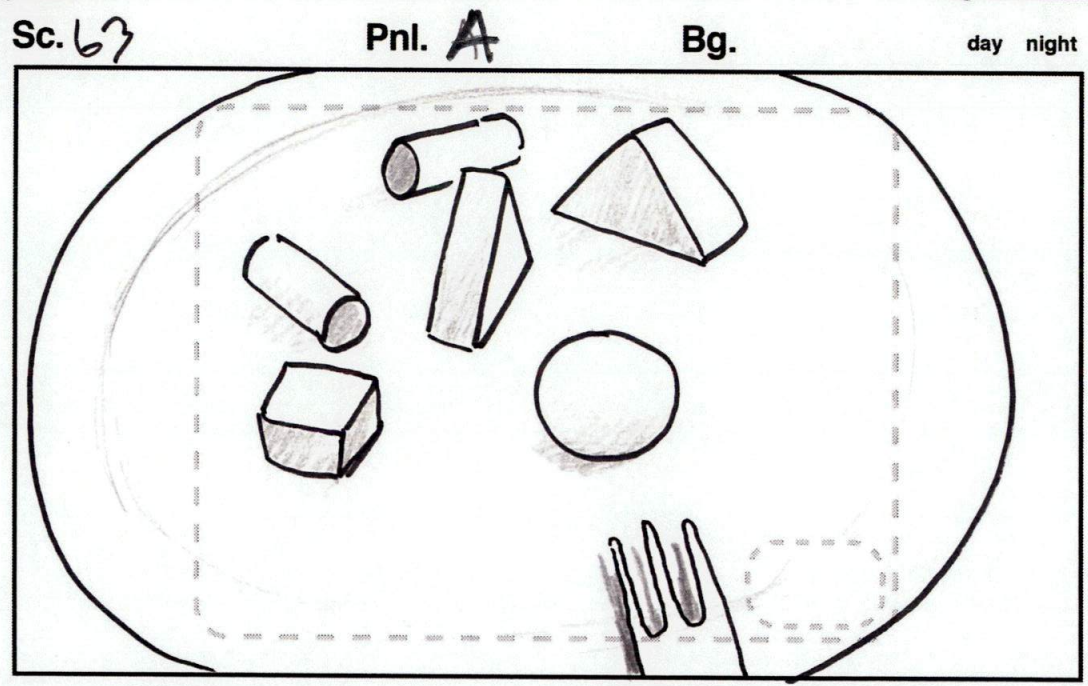
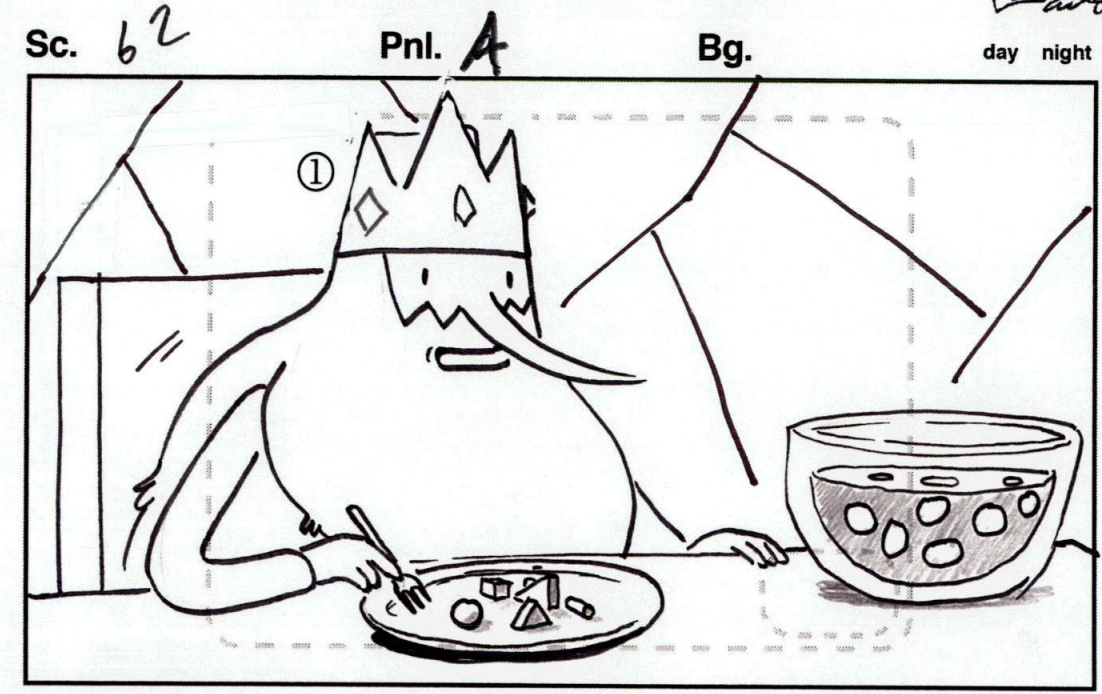
1034/234

1034/234

ADVENTURE TIME



Page 75



Dialog:	(1K) I hope you like penguin cuisine (1K) ^(0/5) It's mostly just shapes	
Action:	sp	
Timing:		SEP 18 2015

EPISODE # **1034-234**

Production:

1034/234

1034/234

1034/234

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ADVENTURE TIME

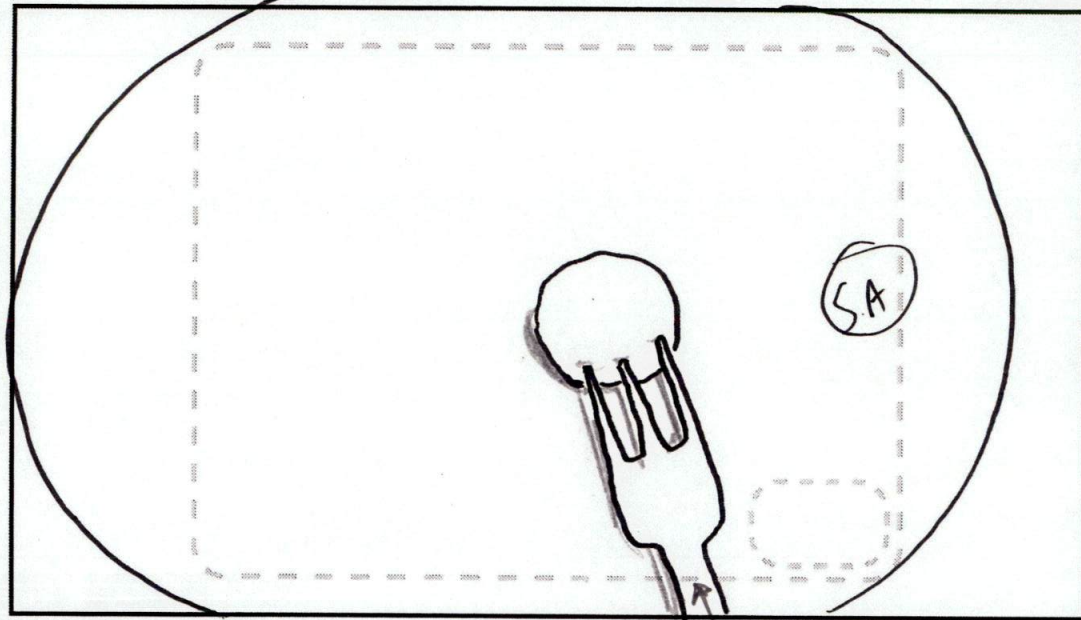


Page 76

Sc. 63 CONT Pnl. 8

Bg.

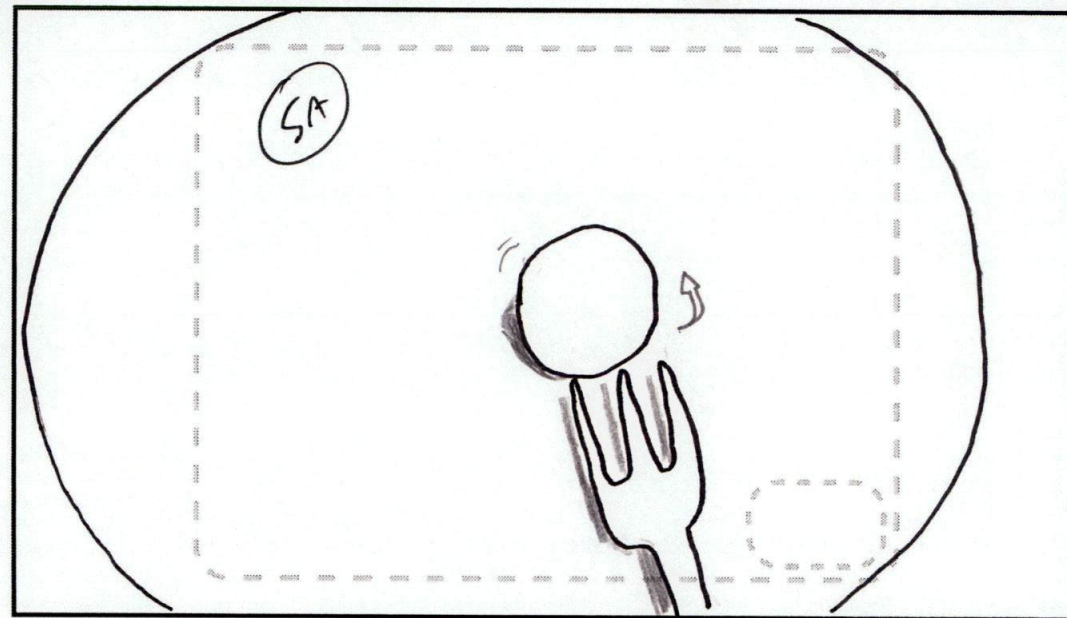
day night



Sc. 63 CONT Pnl. C

Bg.

day night



Dialog:

SFX: * THPP - THPP *

Action:

-- Ik pokes sphere with fork. ^(B) sphere wobbles, rolling away slightly from fork, ^(C) then rolls back to ^(B). SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production:

1034/234

ADVENTURE TIME

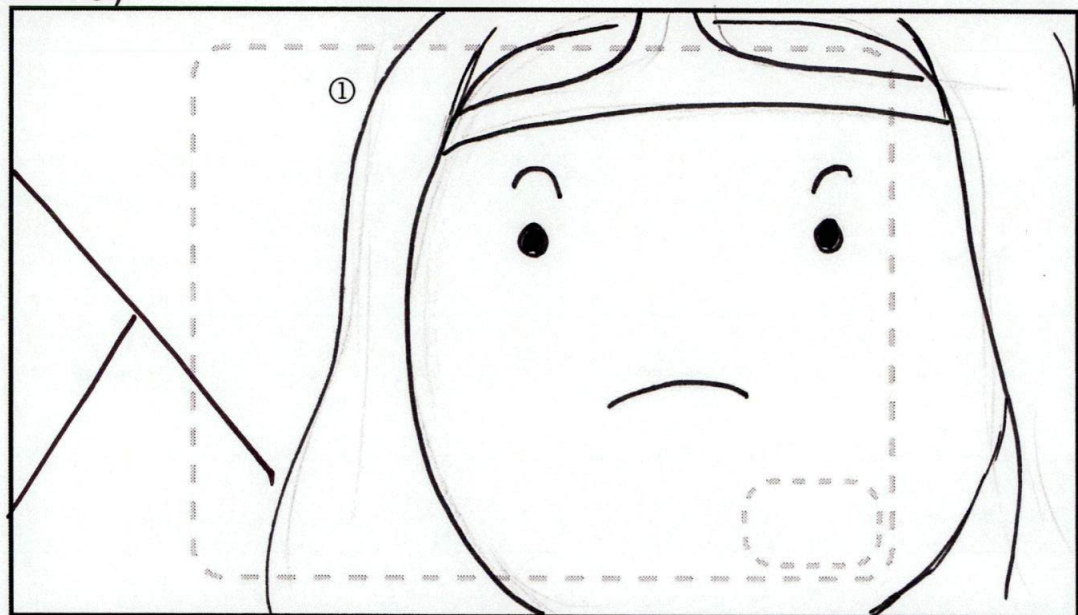


Page 77

Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

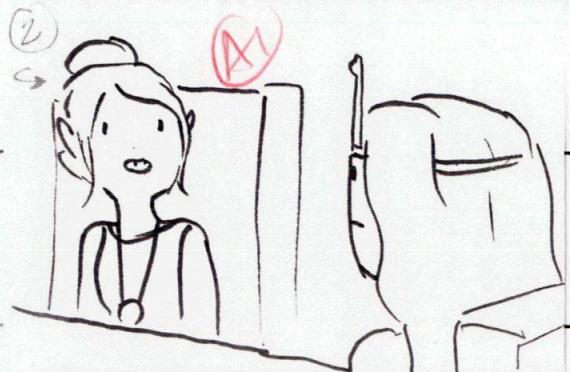
(M) Who doesn't love a good rhomboid?

(M) (OS) You're a rhomboid...

SEP 18 2015

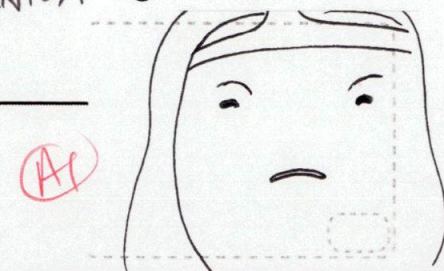
Action:

- M. TURNS TOWARDS PB.



Timing:

- PB STARES INTENTLY. ②



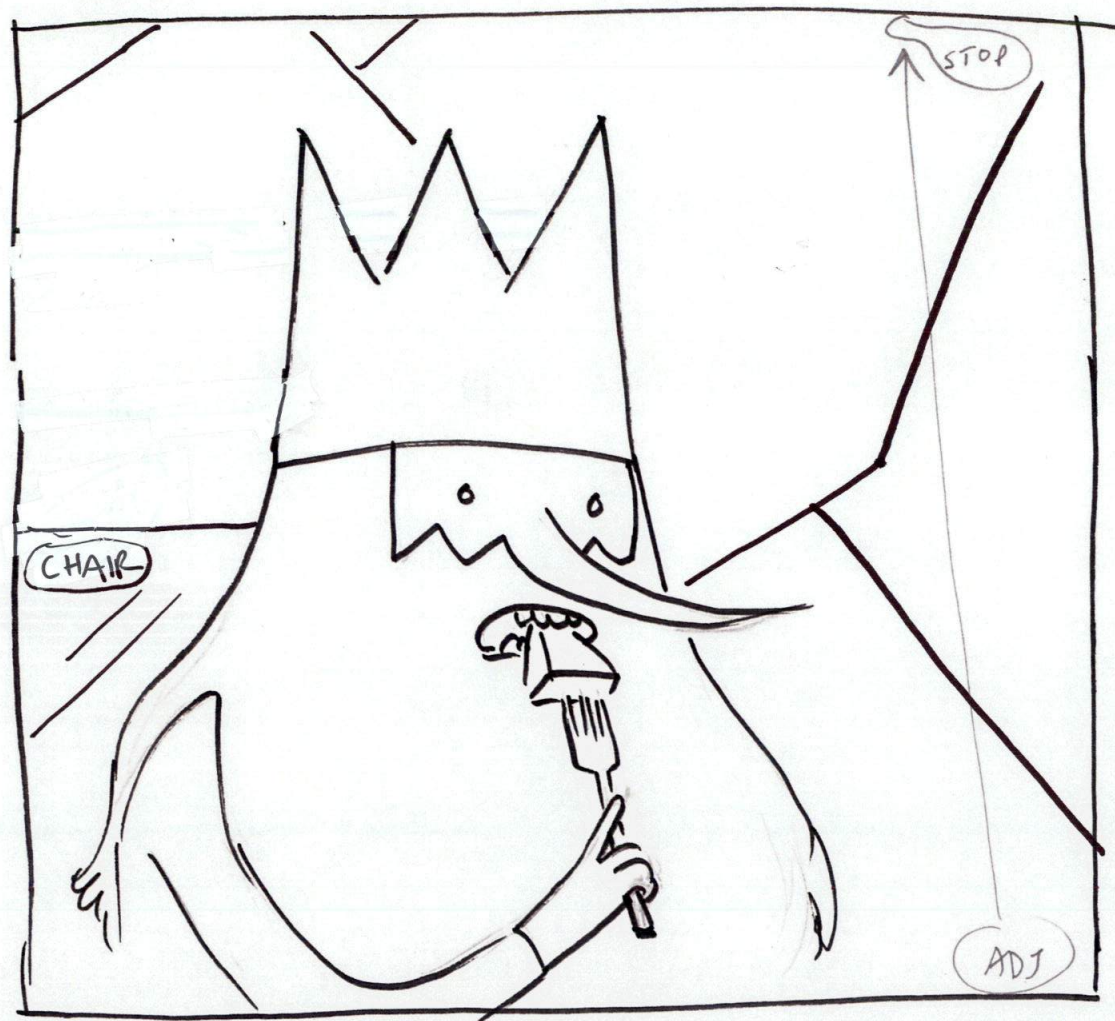
EPISODE # 1034-234

Production:

1034/234

SC. 66

[CAM MOVE REF.]



1034-234

1034/234

SEP 18 2011

1034/234

1034/234

ADVENTURE TIME



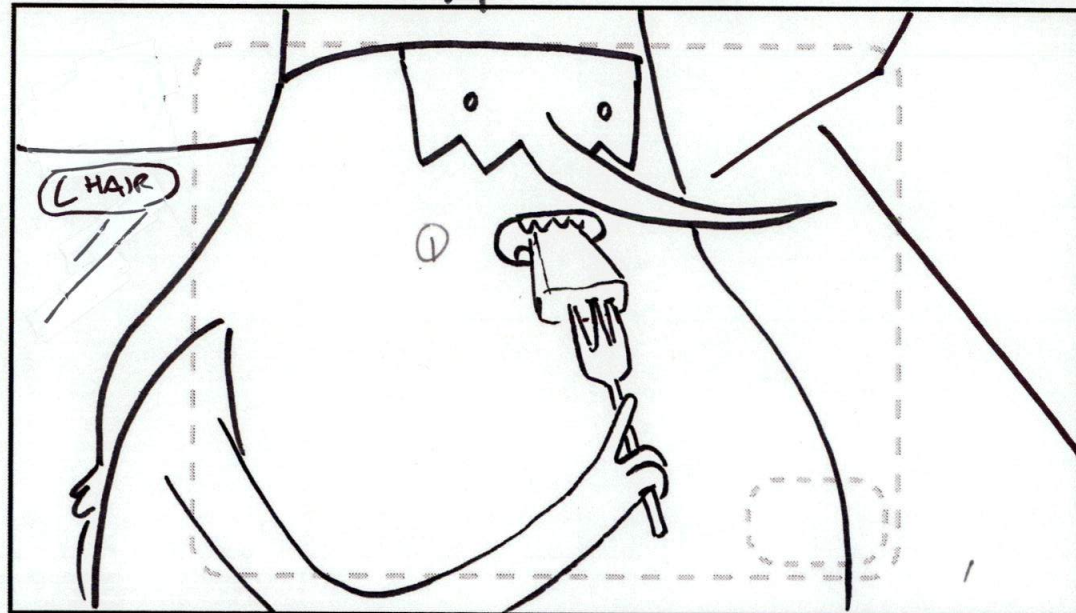
Page **79**

Sc. **66**

Pnl. **A**

Bg.

day night

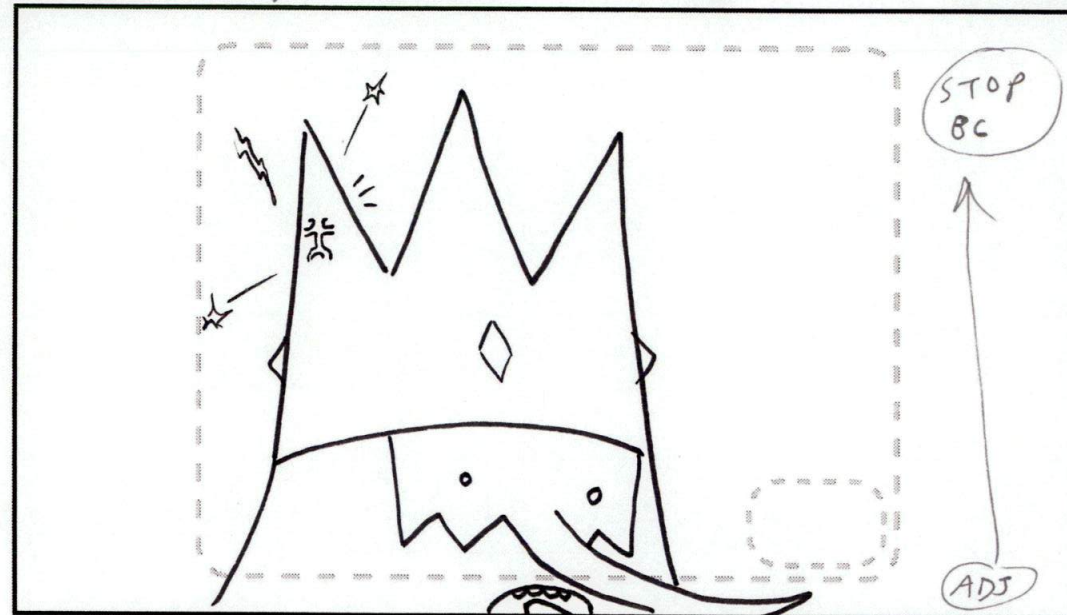


Sc. **66-CONT**

Pnl. **B**

Bg.


day night



Dialog:

(sfx) *CROWN sizzling & zapping *

Action:

(2)  (1k) Bites on triangle (1, 2) x 2 as camera adjusts ↑

SEP 18 2015

Timing:

(A1)

1034-234

EPISODE #

1034/234

Production:

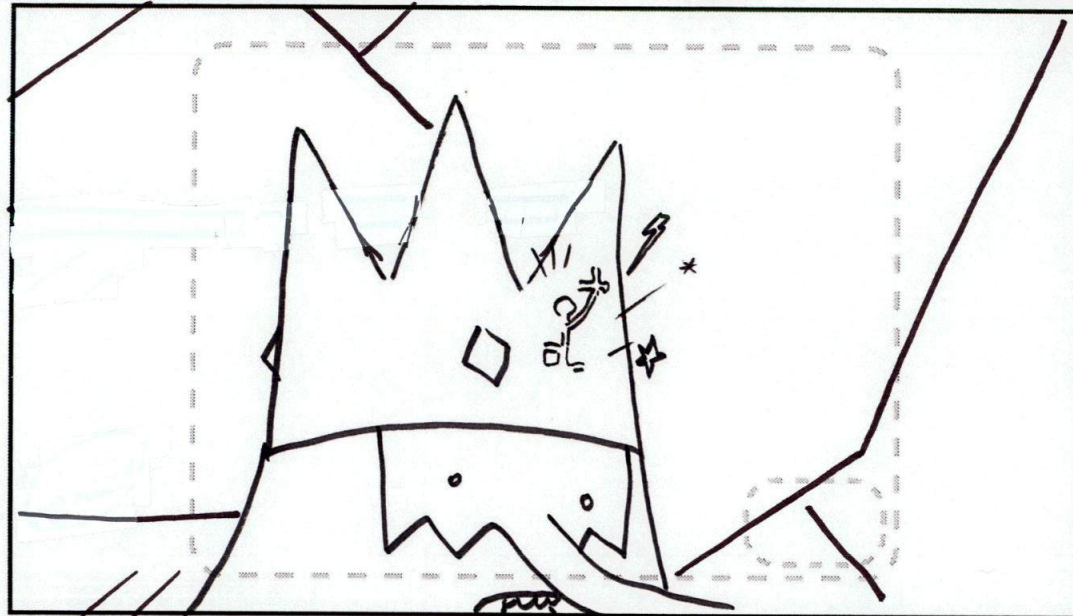
1034/234

ADVENTURE TIME

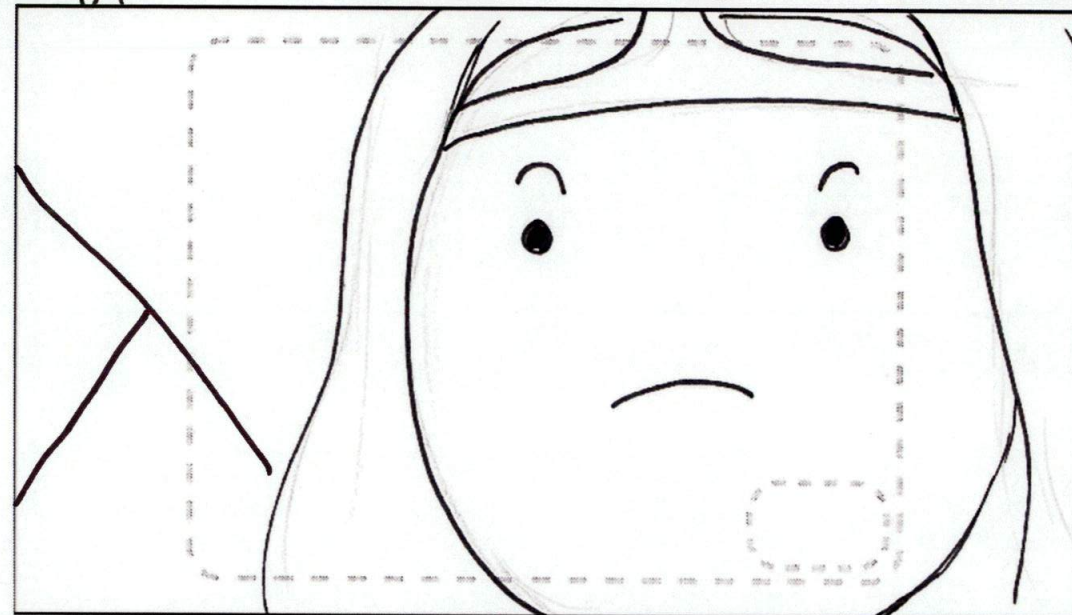


Page 80

Sc. 66 CONT Pnl. C Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:

(Stx) (crown zapping cont)

(PB)

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

1034/234

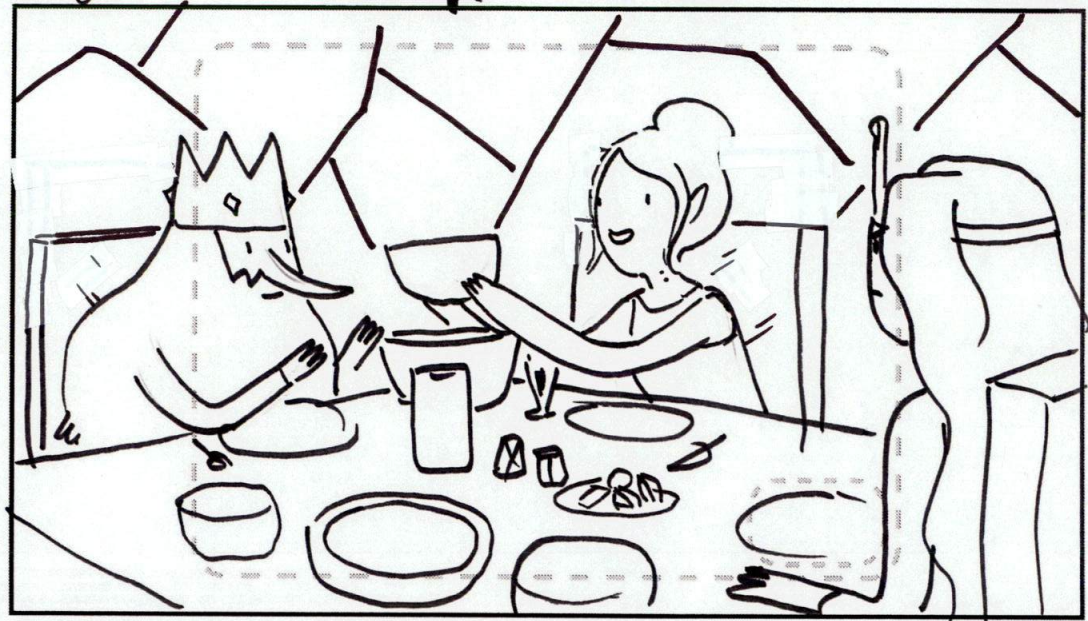
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1034/234

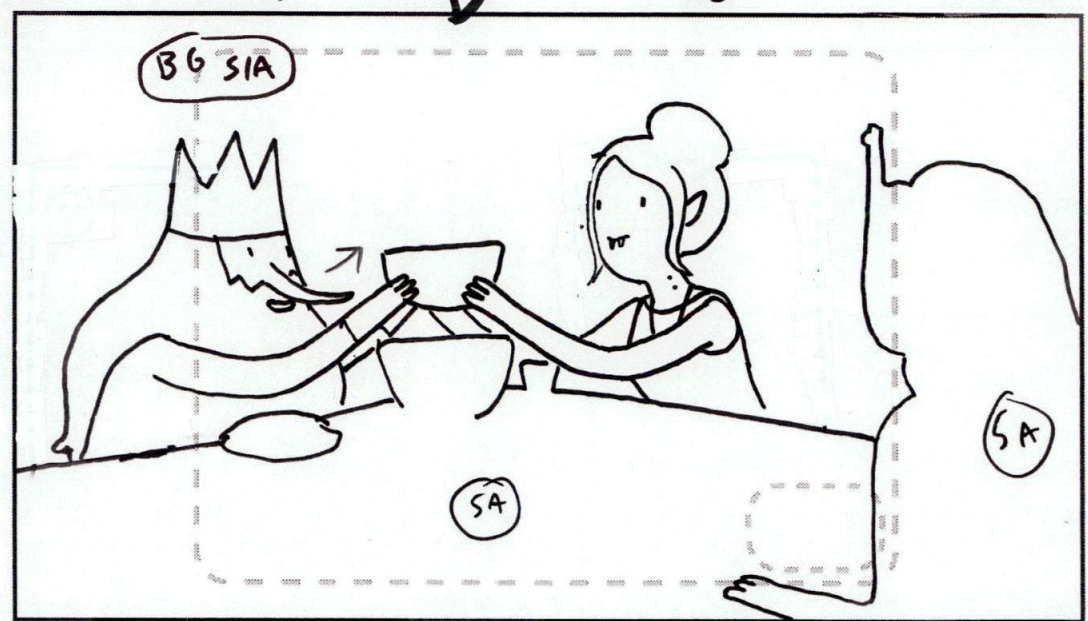
ADVENTURE TIME



Sc. **64** Pnl. **A** Bg. day night



Sc. **68** **CONT** Pnl. **B** Bg. day night



Dialog:

(M) here simon, I know these are your favos.

Action:

- M. HANDS BOWL TO IK.

- IK TAKES BOWL.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

1034/234

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ADVENTURE TIME

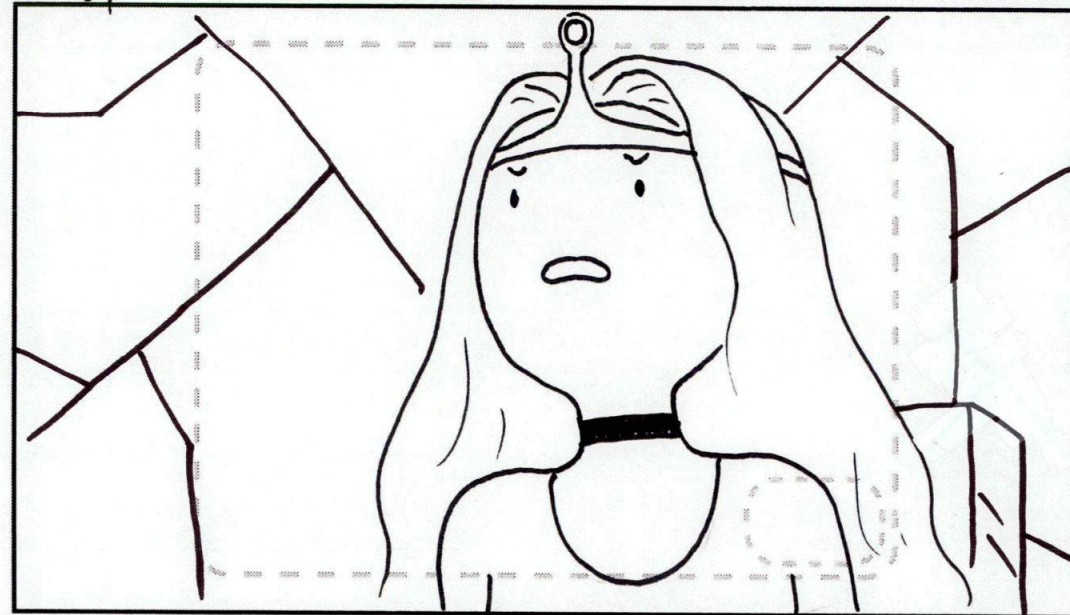


Page 82

Sc. **68 CONT** Pnl. **C** Bg. day night



Sc. **69** Pnl. **(A)** Bg. day night



Dialog:

(1k) Ooh, thanks, Gunther!

(P8) he just called you "Gunther"

Action:

Timing:

SEP 8 2015

EPISODE # 1034-234

Production:

1034/234

1034/234

ADVENTURE TIME



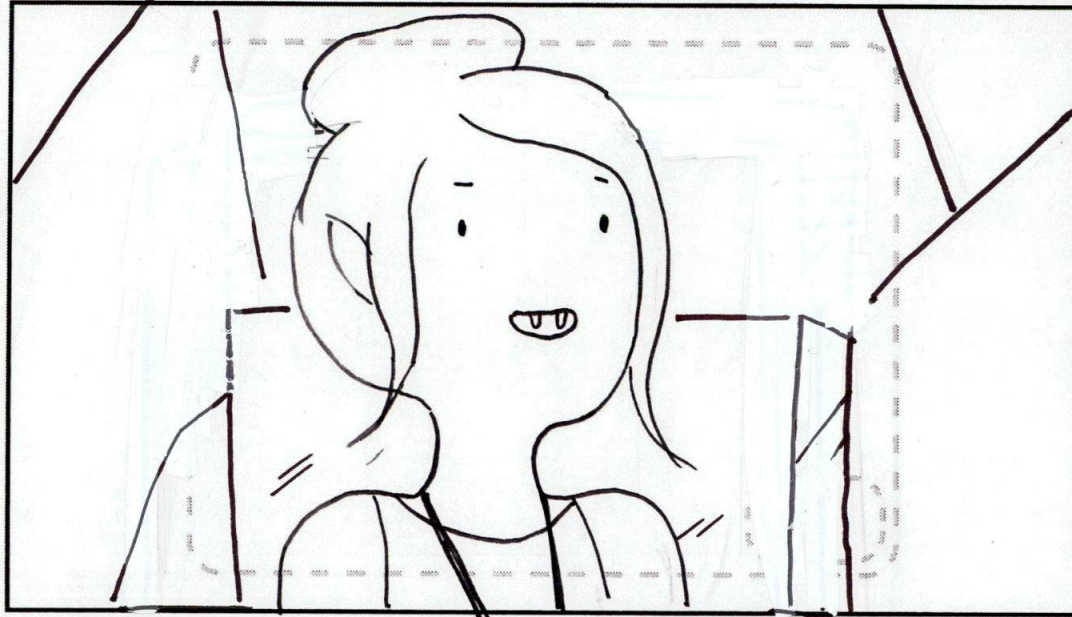
Page 83

Sc. 70

Pnl. A

Bg.

day night



Sc. 70 CONT

Pnl. B

Bg.

day night



Dialog:



[Lip smack][sigh]



he calls every body Gunther

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

ADVENTURE TIME

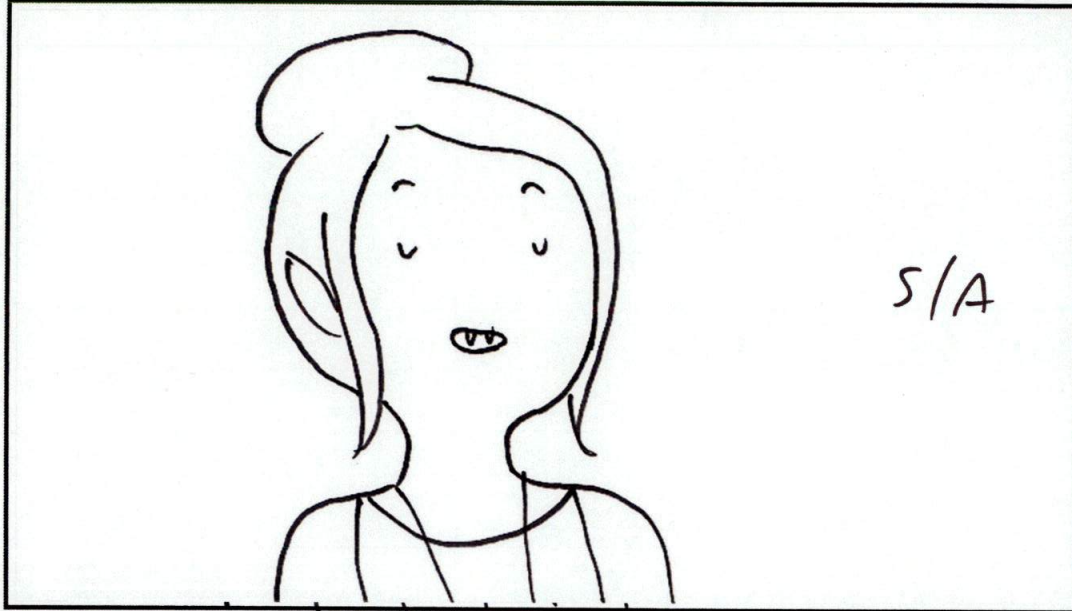


Page 84

Sc. 70 CONT Pnl. C

Bg.

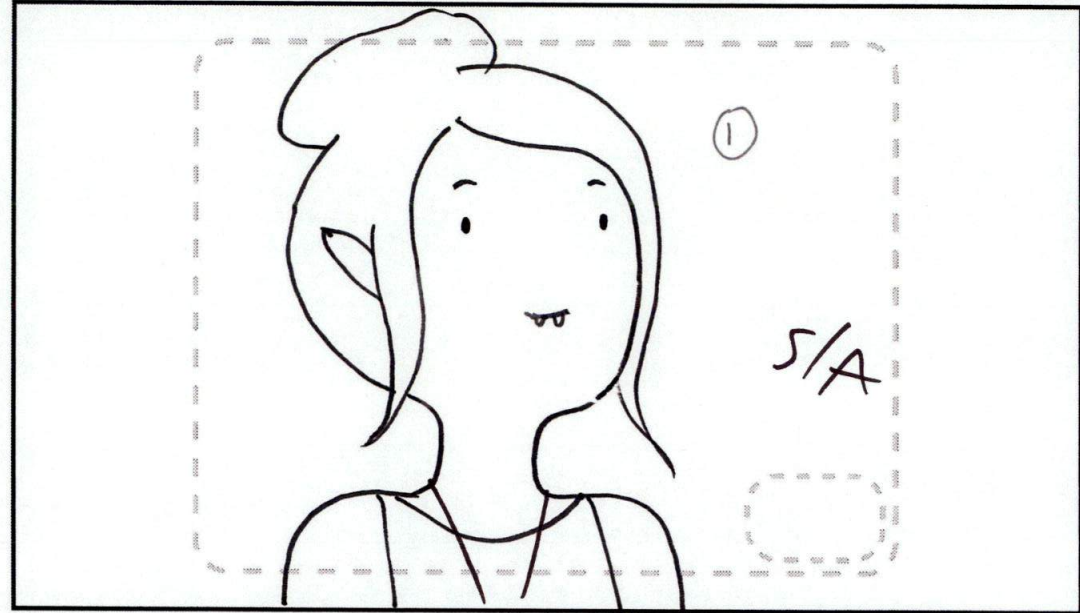
day night



Sc. 70 CONT Pnl. D

Bg.

day night



Dialog:

(Beat)

Action:

- M. OPENS EYES.

(2)

(P1)

SEP 18 2015

Timing:



EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

1034/234

ADVENTURE TIME



NO SC 72

Page 85

Sc. 70 CONT Pnl. E

Bg.

day night



Sc. 71

Pnl. A

Bg.

day night



Dialog:

③ BONNIE!

Action:

- M. LOOKS LEFT.

SEP 18 2015

Timing:



EPISODE # 1034-234

Production:

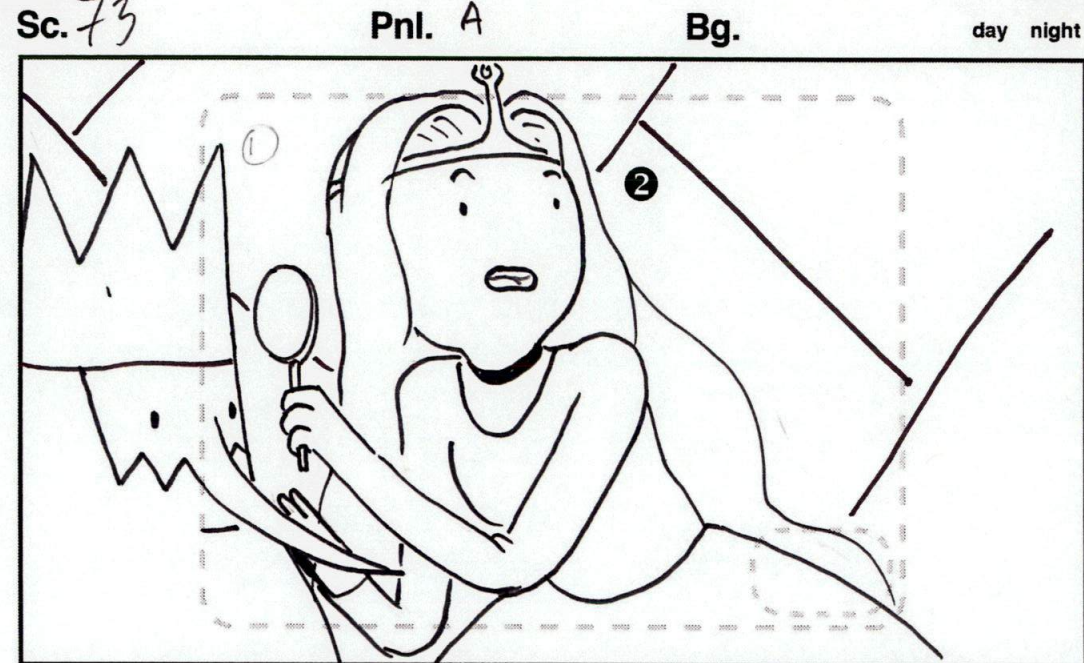
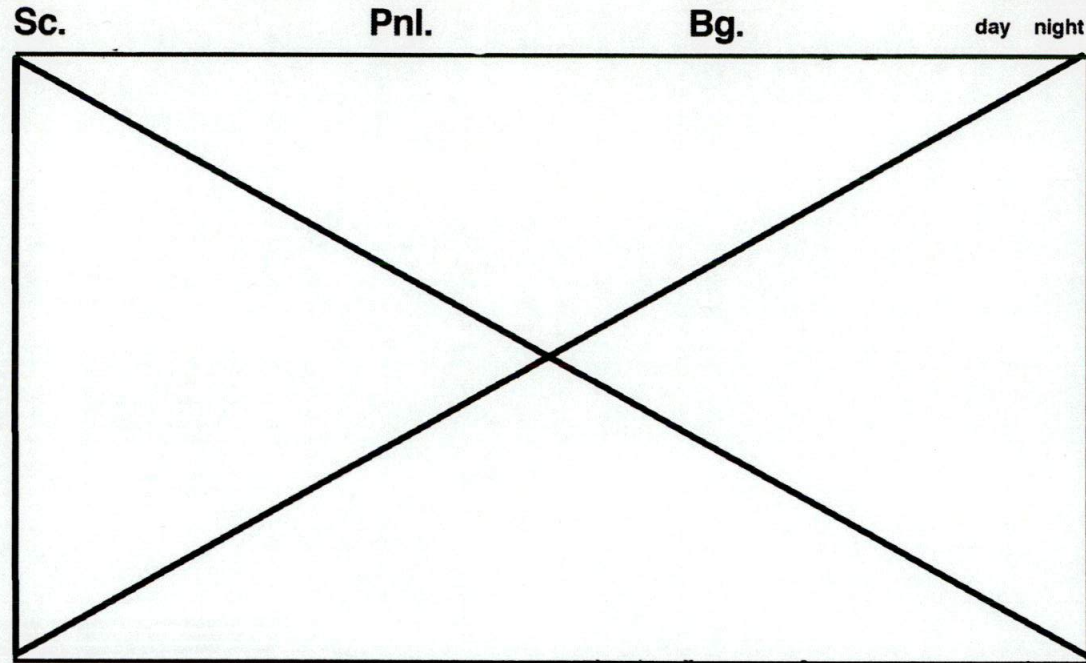
1034/234

1034/234

ADVENTURE TIME



Page **86**



Dialog:	<p>(PB) there's something Really wrong with Simon.</p> <p>SEP 18 2015</p>
Action:	<p>(2) crown sparks</p>
Timing:	<p>(1) (AX)</p>

EPISODE # **1034-234**

Production:

1034/234

ADVENTURE TIME



Page 87

Sc. 74

Pnl. A

Bg.

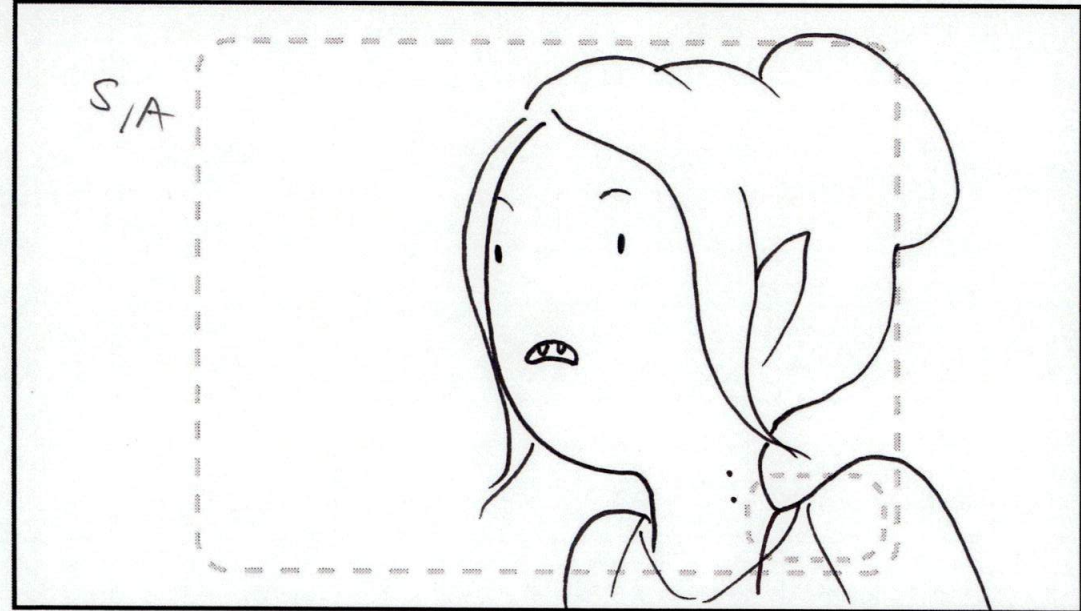
day night



Sc. 74 CONT Pnl. B

Bg.

day night



Dialog:

(M) there's something wrong with - wait -

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

1034/234

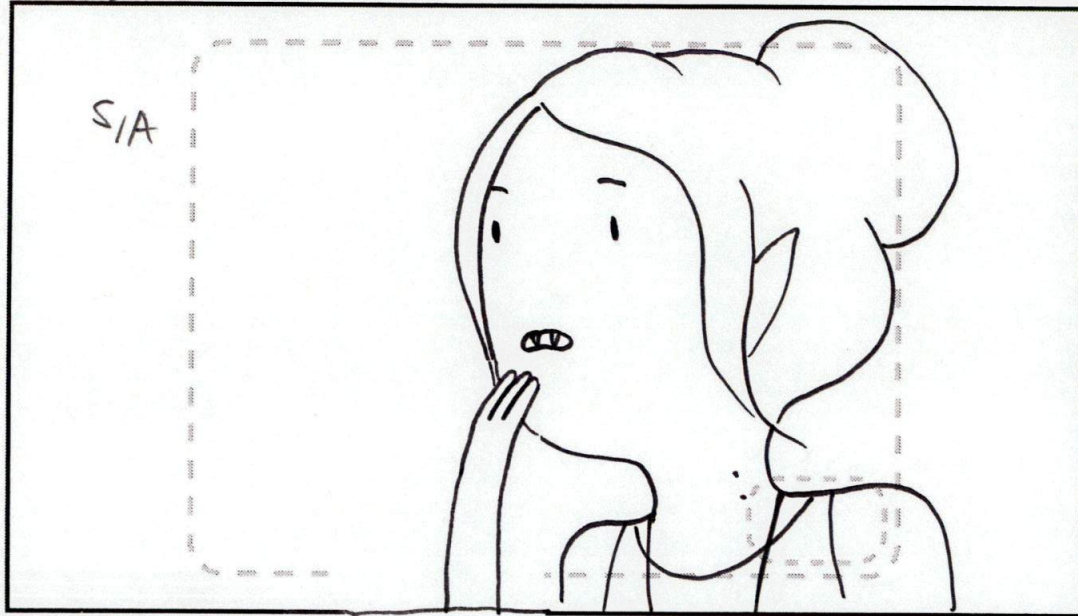
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ADVENTURE TIME

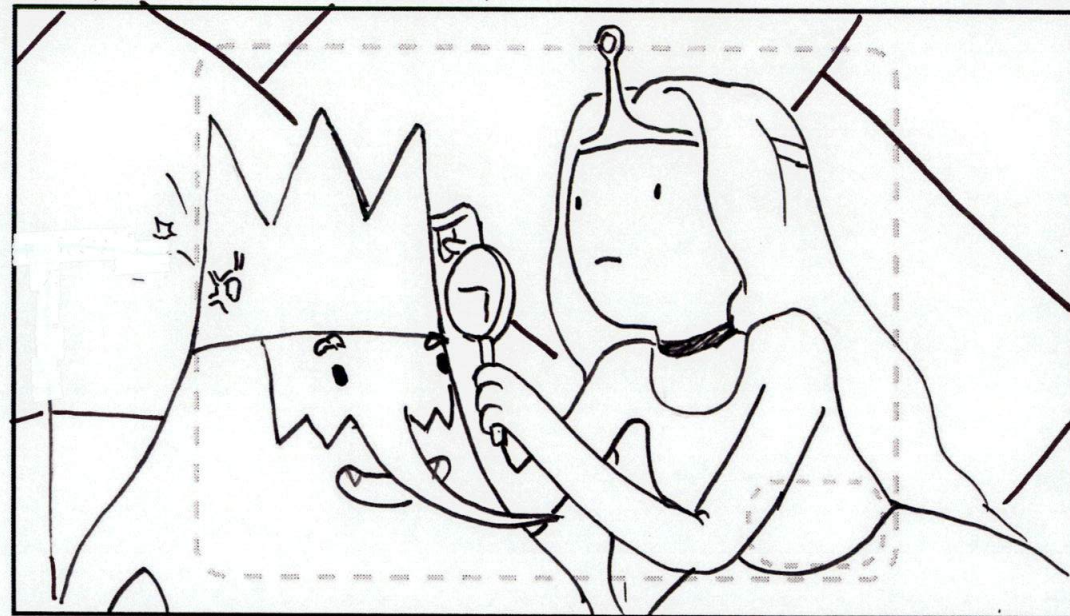


Page 88

Sc. 74 CONT Pnl. C Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

(M) you called him Simon

(PK) Call me whatever you want !

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

Production:

1034/234

1034/234

ADVENTURE TIME

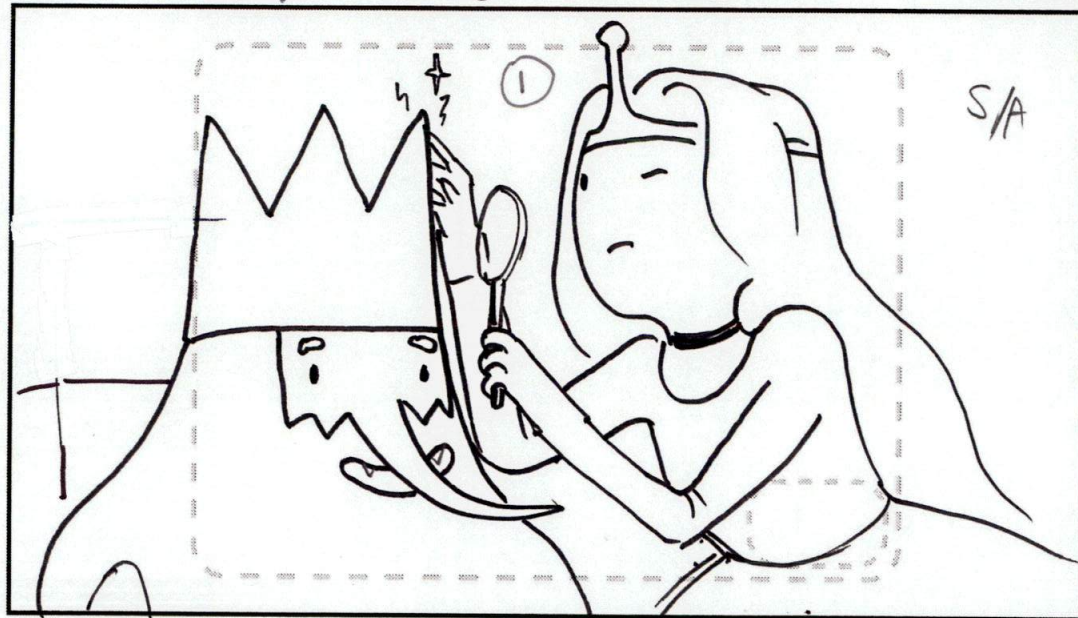


Page 89

Sc. 75 CONT Pnl. B

Bg.

day night



Sc. 75 *cont* Pnl. C

Bg.

day night



(1K) this is the best date I've been on (2) since my last date!



(PB) this is NOT a date.

SEP 18 2015

Production:

1034-234

1034/234

1034/234

ADVENTURE TIME

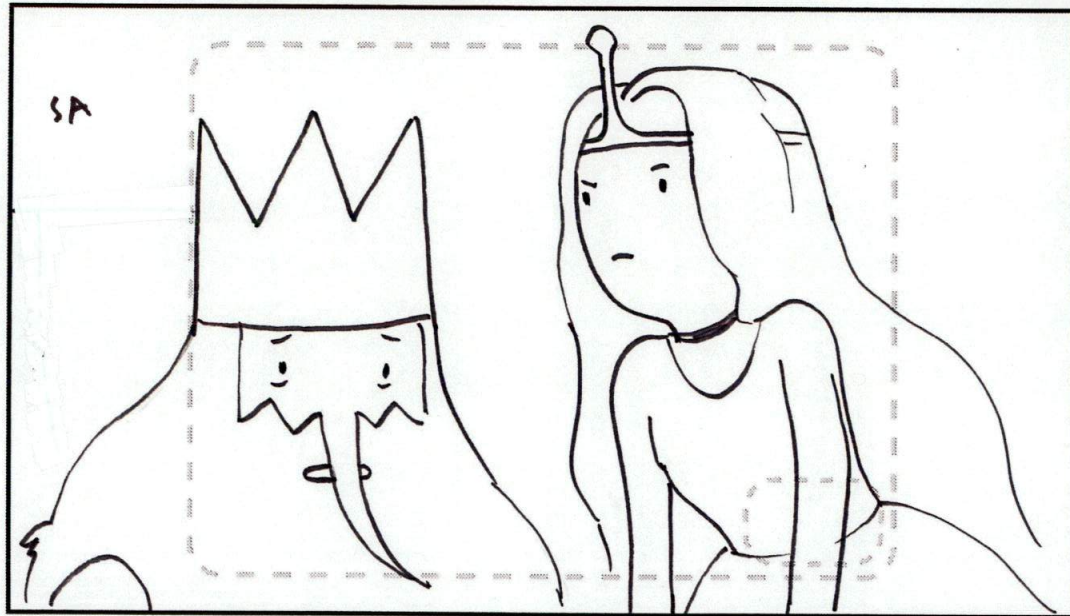


Page **90**

Sc. **75 CONT** Pnl. **D**

Bg.

day night



Sc. **76**

Pnl. **A**

Bg.

day night



Dialog:

(1K) neither was the last one.

Action:

S.P.

Timing:

SEP 18 2015

EPISODE # **1034-231**

Production:

1034/234

1034/234

1034/234

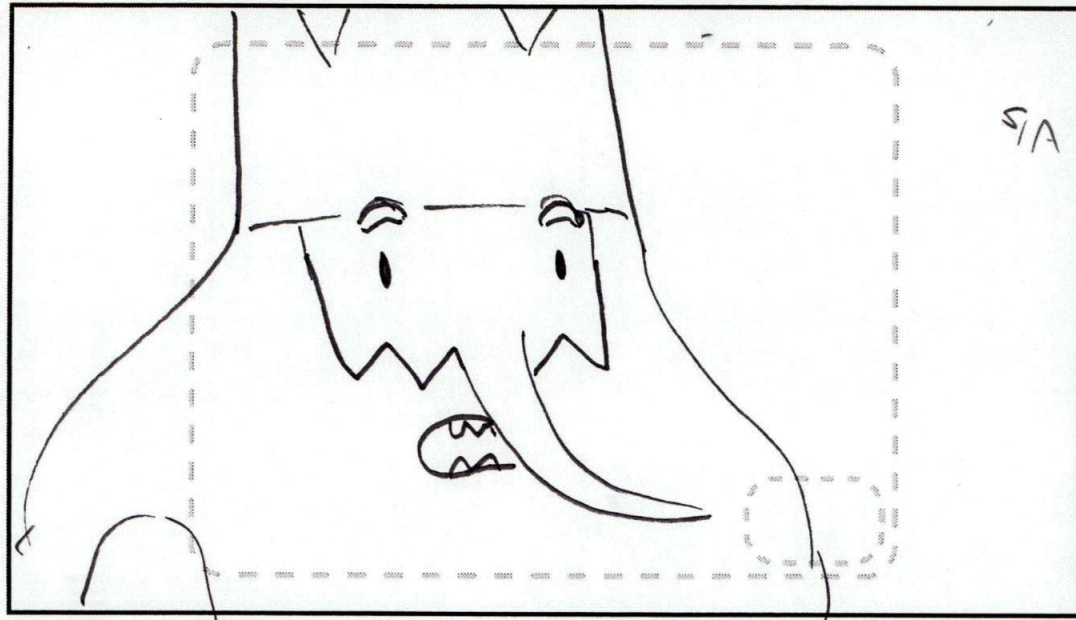
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ADVENTURE TIME



Page 91

Sc. 76 CONT Pnl. B Bg. day night



Sc. 77 Pnl. A Bg. day night



Dialog:

(K) It was a robbery!

(M) For real?

Action:

Timing:

SEP 18 2015

Production:

EPISODE #

1034-234

1034/234

1034/234

1034/234

ADVENTURE TIME



Page 92

Sc. 77 cont

Pnl. B

Bg.

day night

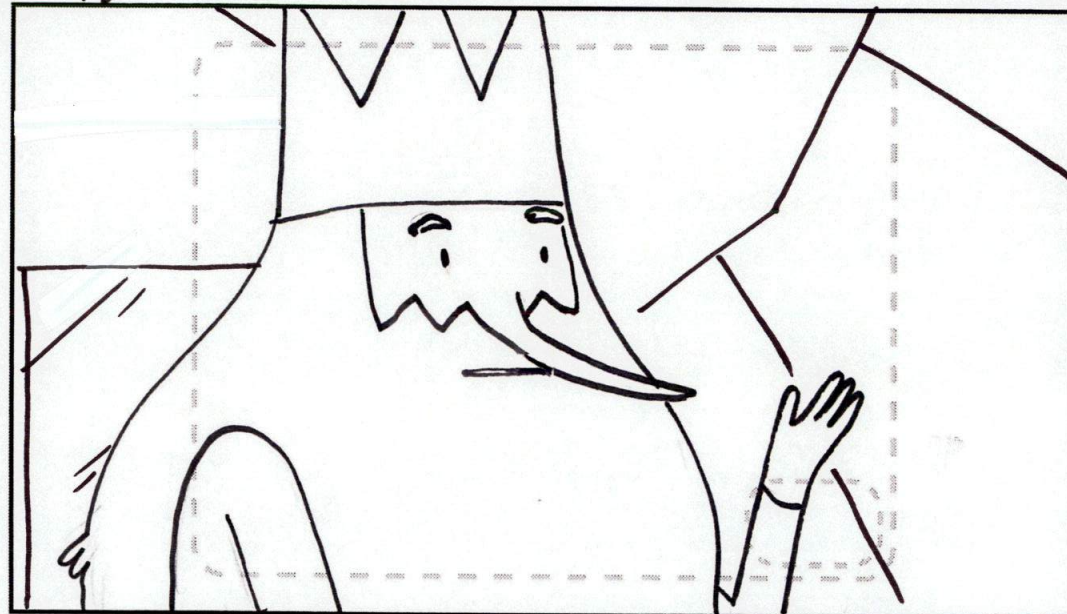


Sc. 78

Pnl. A

Bg.

day night



Dialog:

(Ik) Yeah!

Action:

S.P.

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

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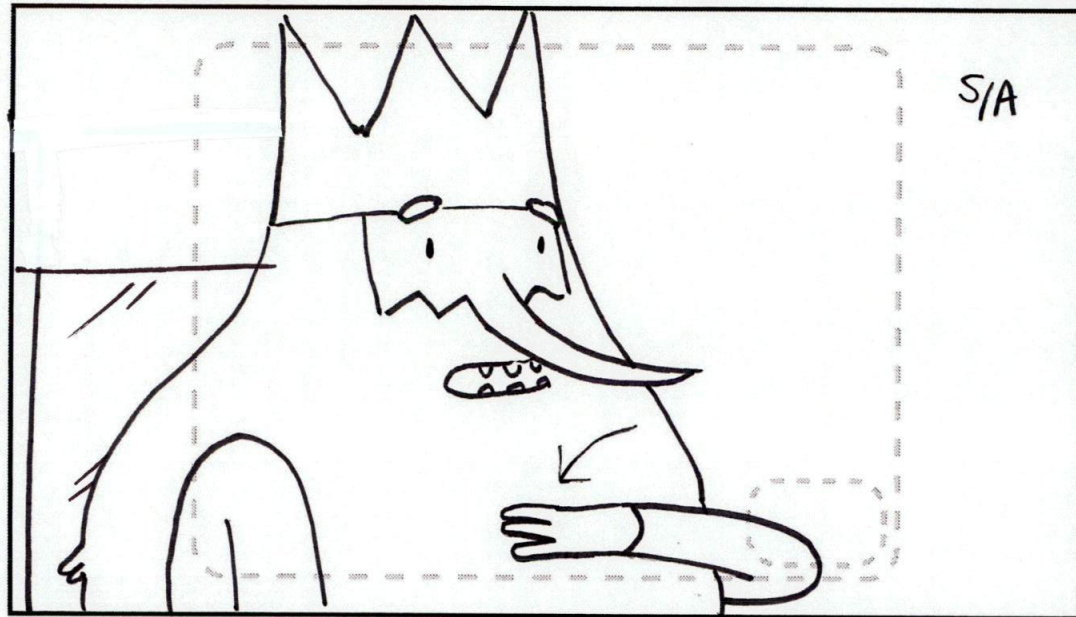
1034/234

ADVENTURE TIME

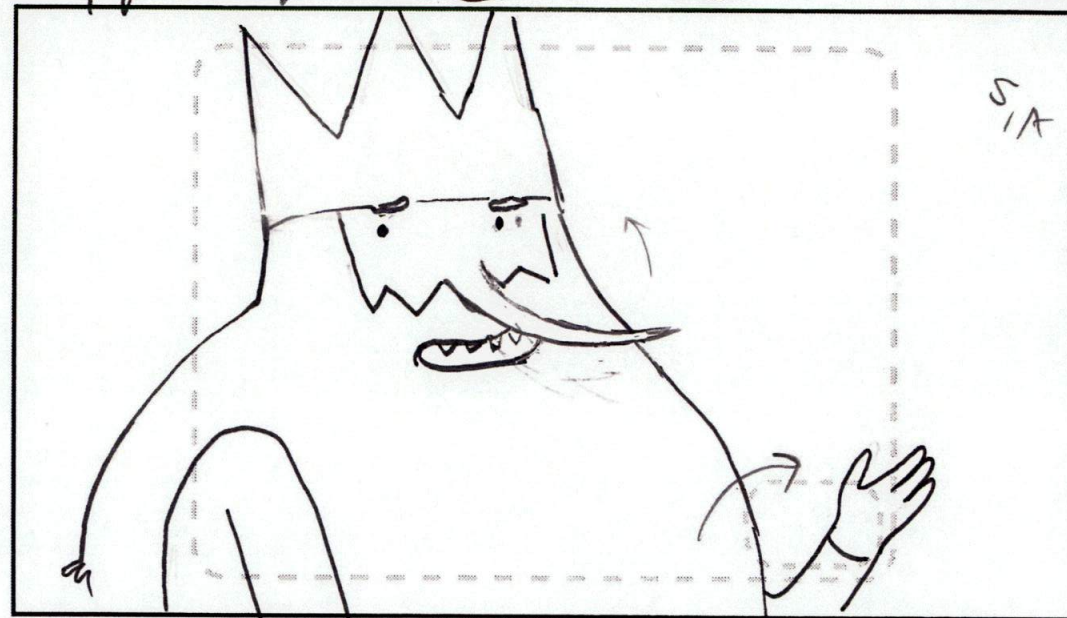


Page 93

Sc. 78 CONT Pnl. B Bg. day night



Sc. 79 CONT Pnl. C Bg. day night



Dialog:

(IK) she stole my heart.

Action:

Timing:

(IK) And my crown.

SEP 18 2015

EPISODE # 1034-234

Production:

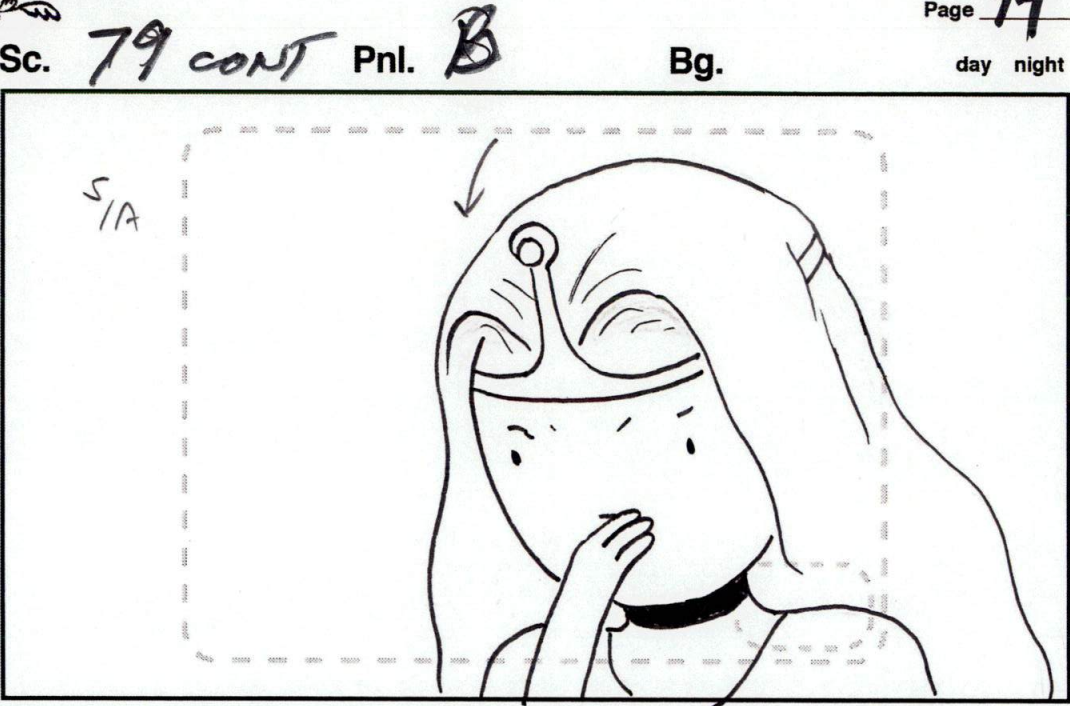
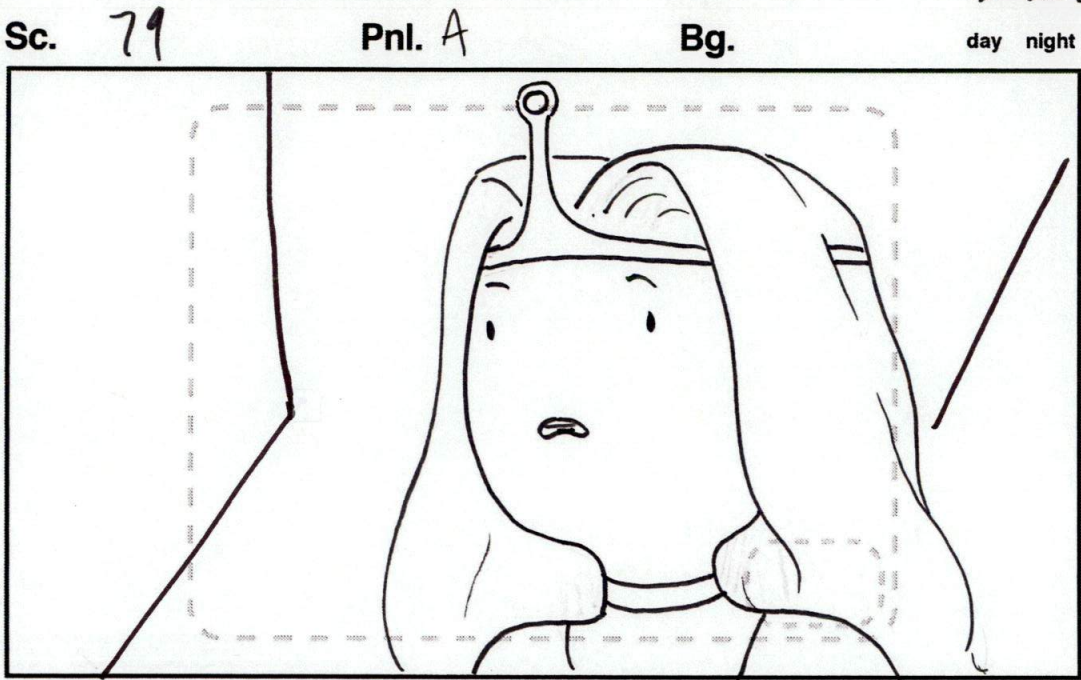
1034/234

1034/234

1034/234

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ADVENTURE TIME



Dialog:	<p>(PB) your CROWN.</p> <p>(PB) hmmm...</p>
Action:	
Timing:	

SEP 18 2015

1034-234

EPISODE #

1034/234

Production:

1034/234

ADVENTURE TIME

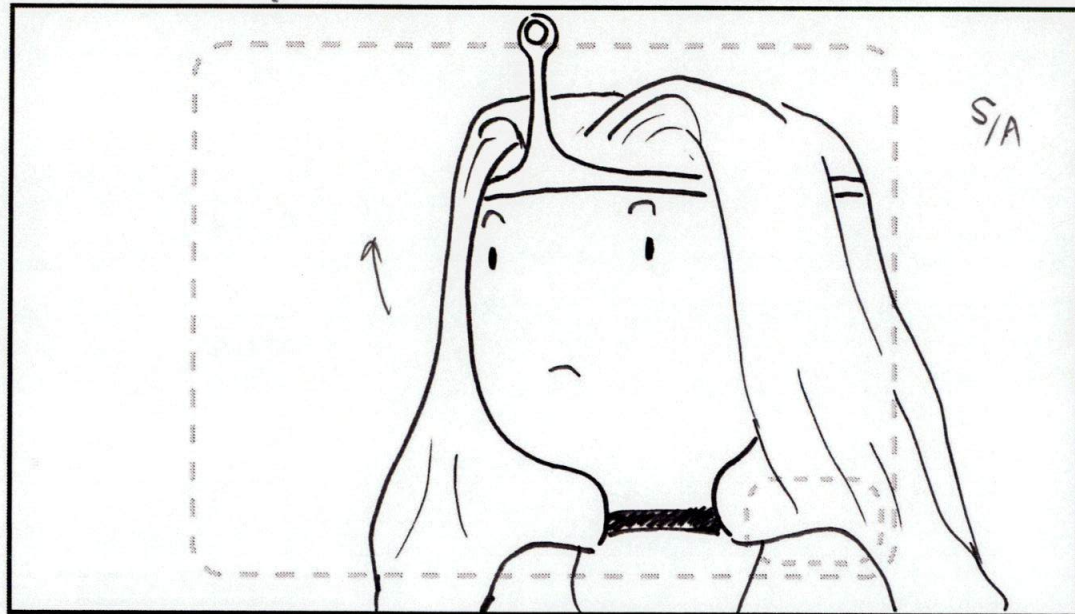


Page 95

Sc. 79 CONT Pnl. C

Bg.

day night

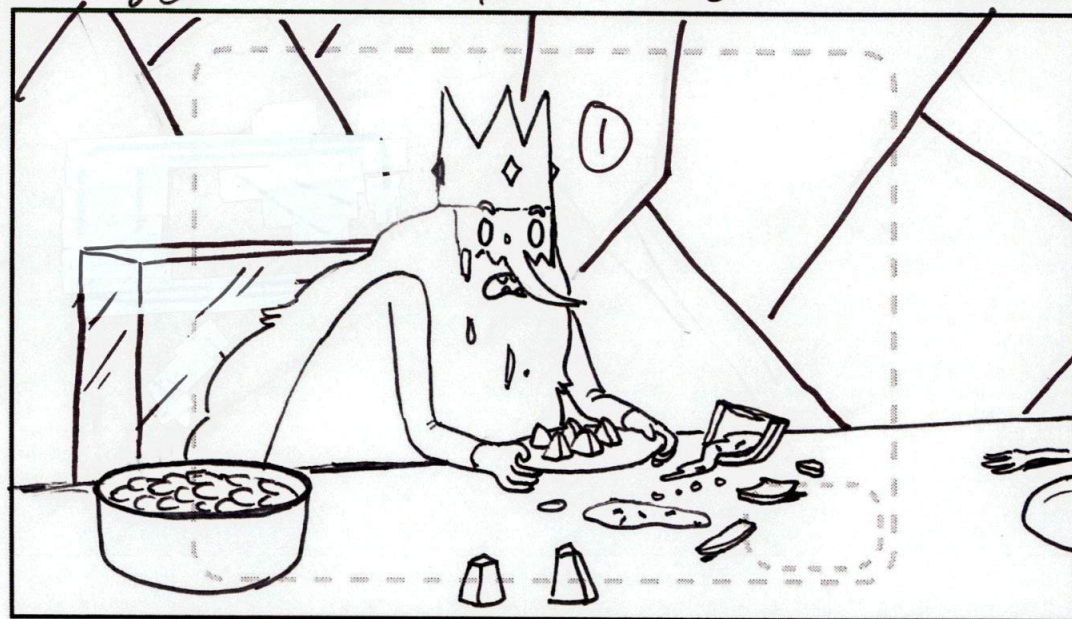


Sc. 80

Pnl. A

Bg.

day night



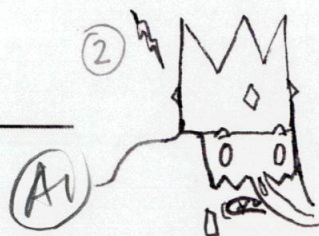
Dialog:

(SFX) (OS) CRASH!

(Ik) ^{IN} (Icelandic Demon Voice) [with A, knit 3]

Action:

Timing:



-Crown sparks & food slides down Ik's face

SEP 18 2015

EPISODE # 1034-231

Production:

1034/234

1034/234

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ADVENTURE TIME



Page **96**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
80 cont	B			

Dialog:	(sfx) CRASH!!
Action:	(Blue indicates food/sauce)
Timing:	SEP 18 2015

1034-234

EPISODE #

1034/234

Production:

1034/234

ADVENTURE TIME



Page 97

Sc. 80 CONT Pnl. C

Bg.

day night

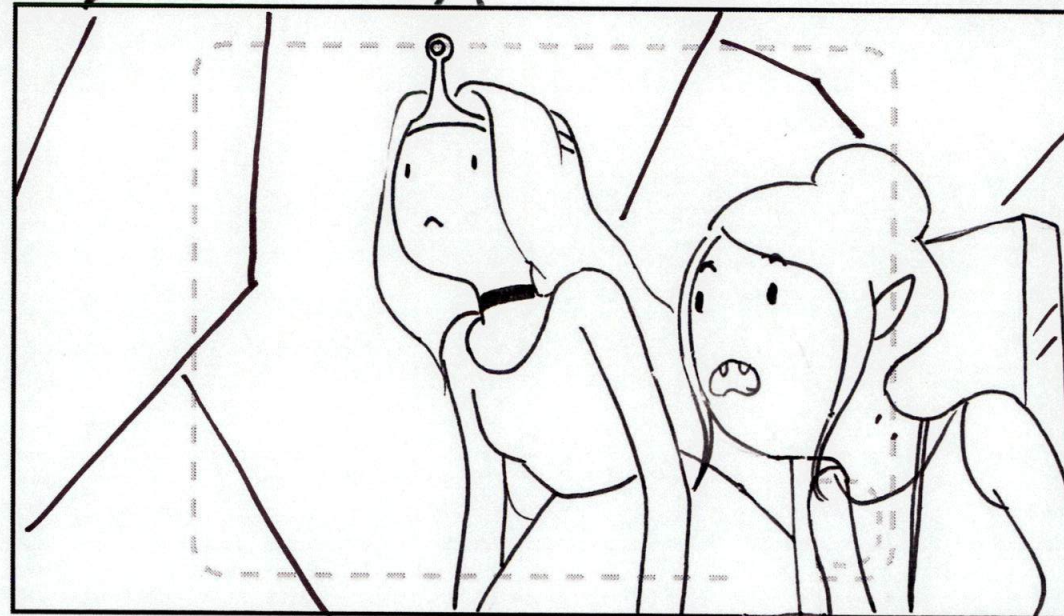


Sc. 81

Pnl. A

Bg.

day night



Dialog:

(M) oh crubs, he's really flipping out!

Action:

SEP 18 2015

Timing:

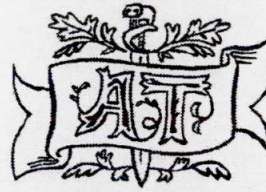
EPISODE # 1034-234

Production:

1034/234

1034/234

ADVENTURE TIME



Page **98**

Sc. **81 cont**

Pnl. **B**

Bg.

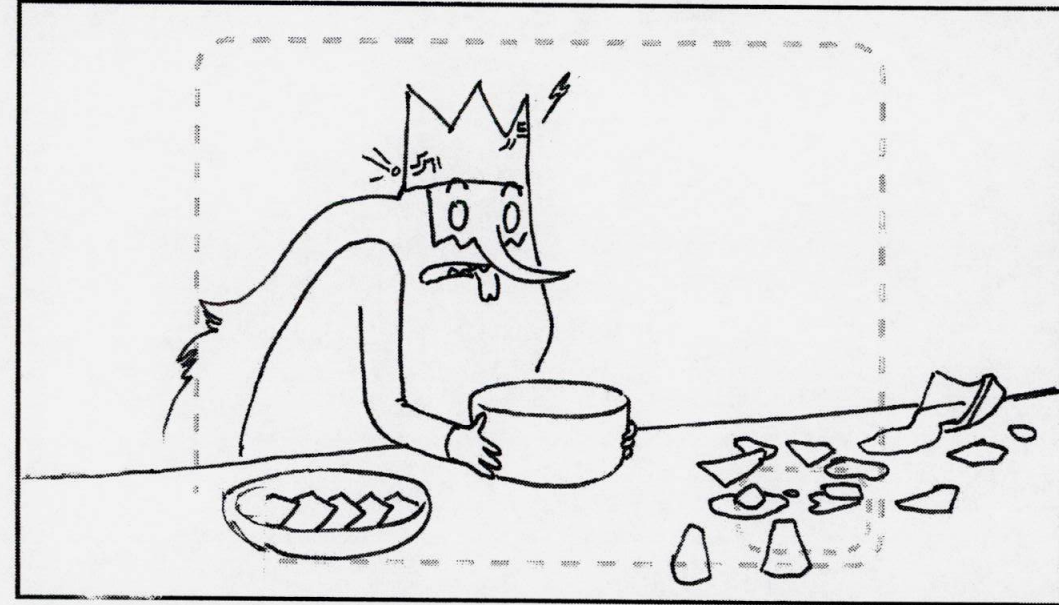
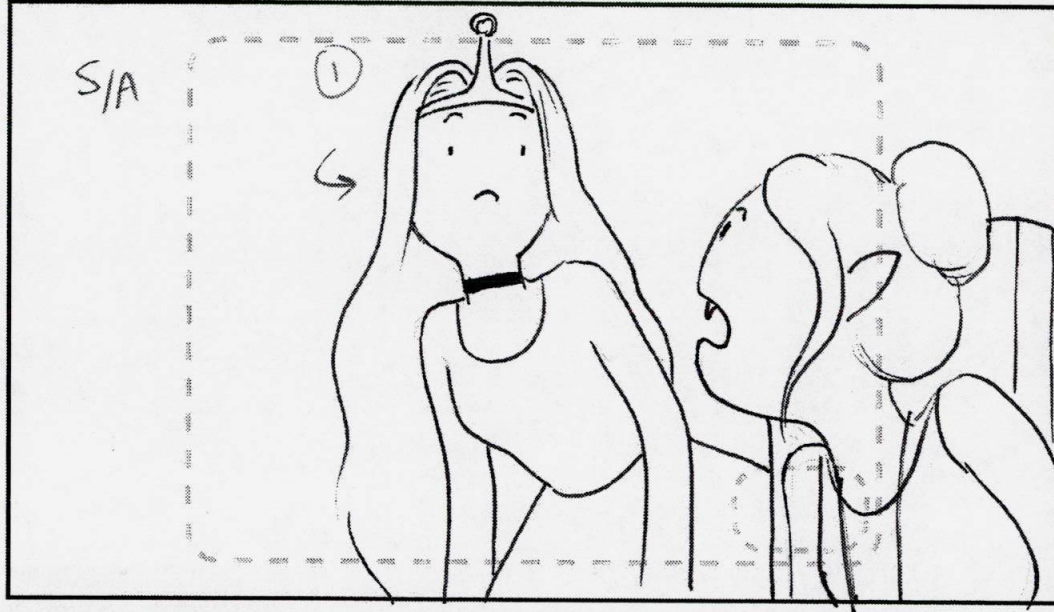
day night

Sc. **82**

Pnl. **A**

Bg.

day night

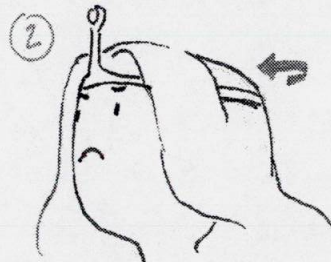


Dialog:

(M) do something, bubs!

(Sfx) (crown sparking)
(Ik) Panting

Action:



Timing:

SEP 18 2015

EPISODE # **1034-234**

Production:

1034/234

1034/234

1034/234

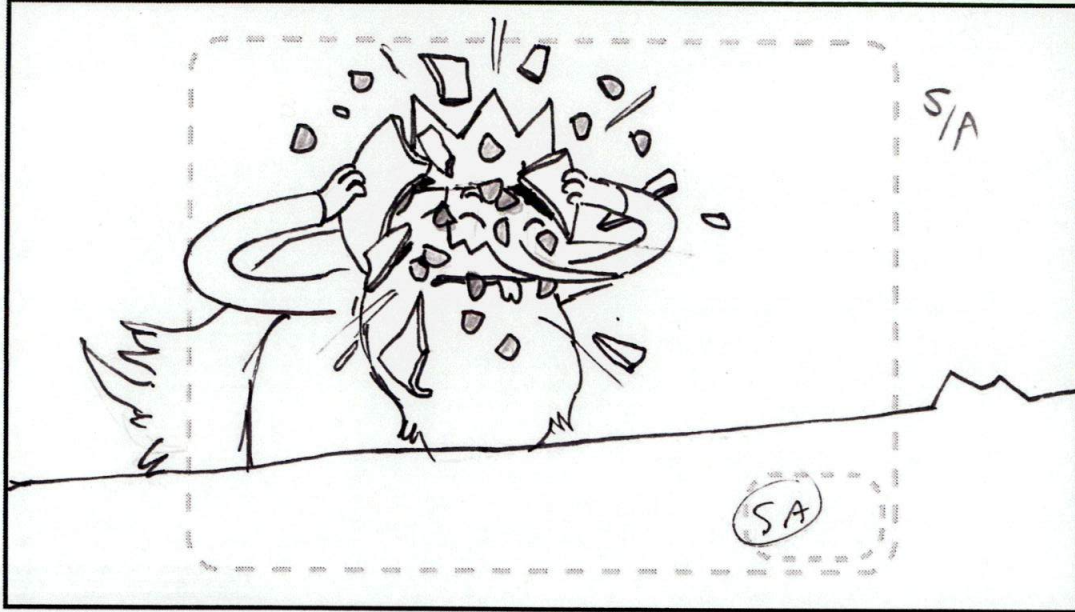
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ADVENTURE TIME

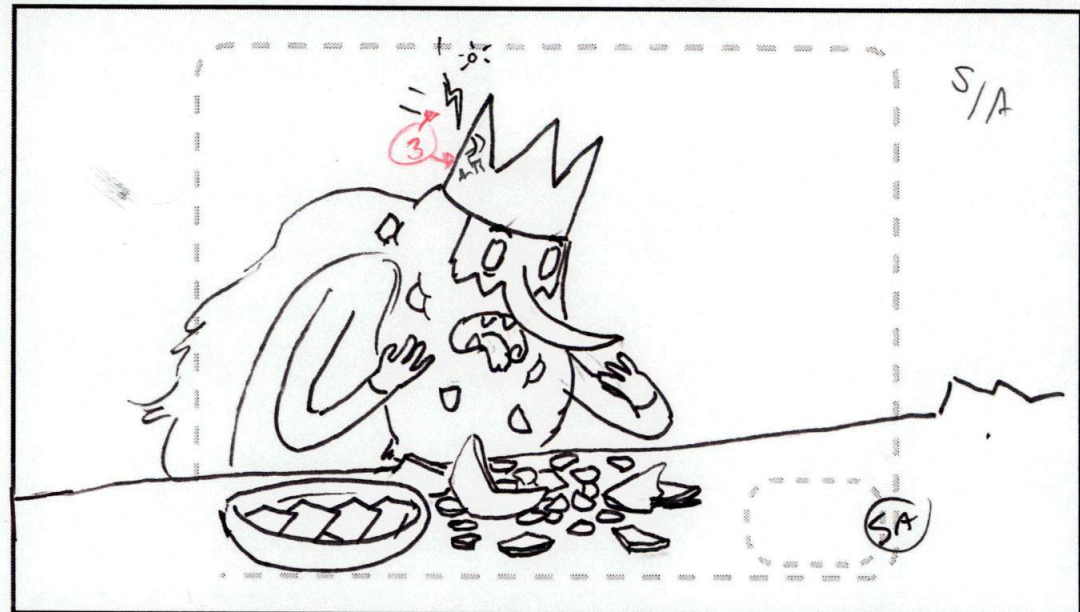


Page 99

Sc. 82 CONT Pnl. B Bg. day night



Sc. 82 CONT Pnl. C Bg. day night



Dialog:	(SFX) (SMASH!!)	(IK) (panting)	SFX (crown sparking)
Action:			
Timing:	SEP 18 2015		

1034-234

EPISODE #

1034/234

Production:

1034/234

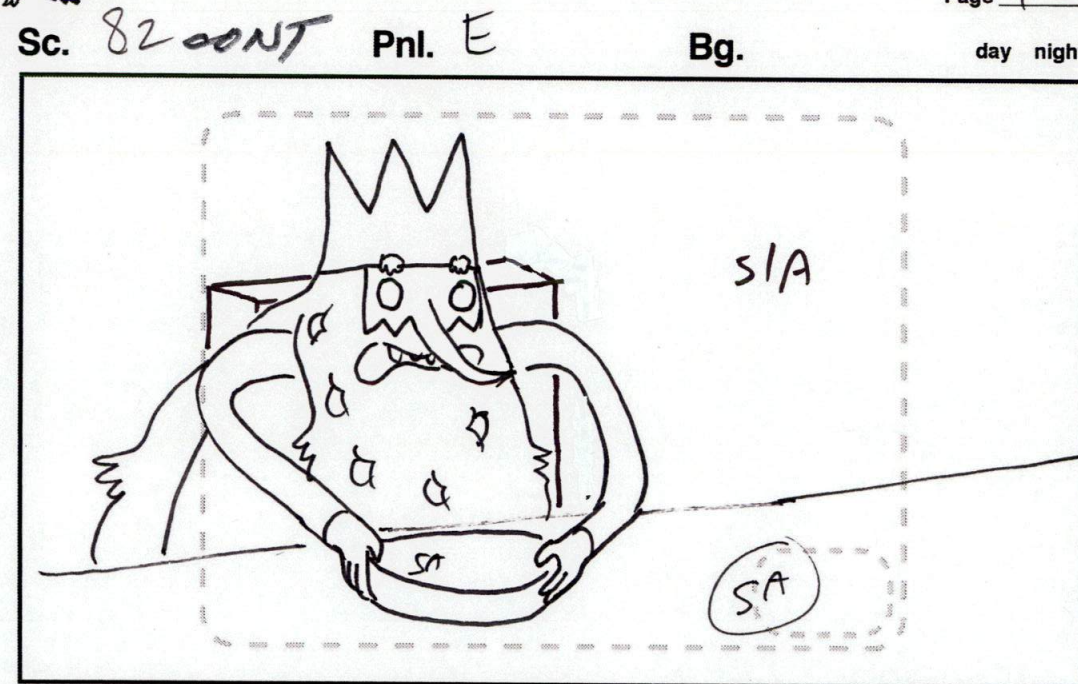
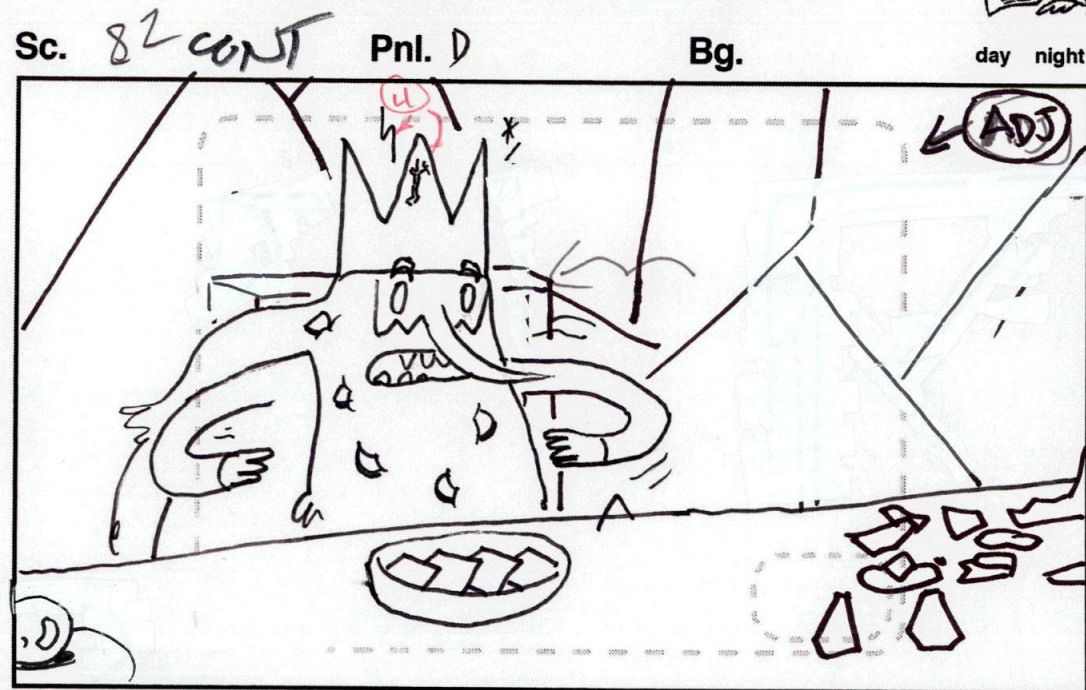
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1034/234

ADVENTURE TIME



Page 100



Dialog:
(IK) [Icelandic WALLA] —————→
Action:
Timing:

SEP 18 2015

Production:

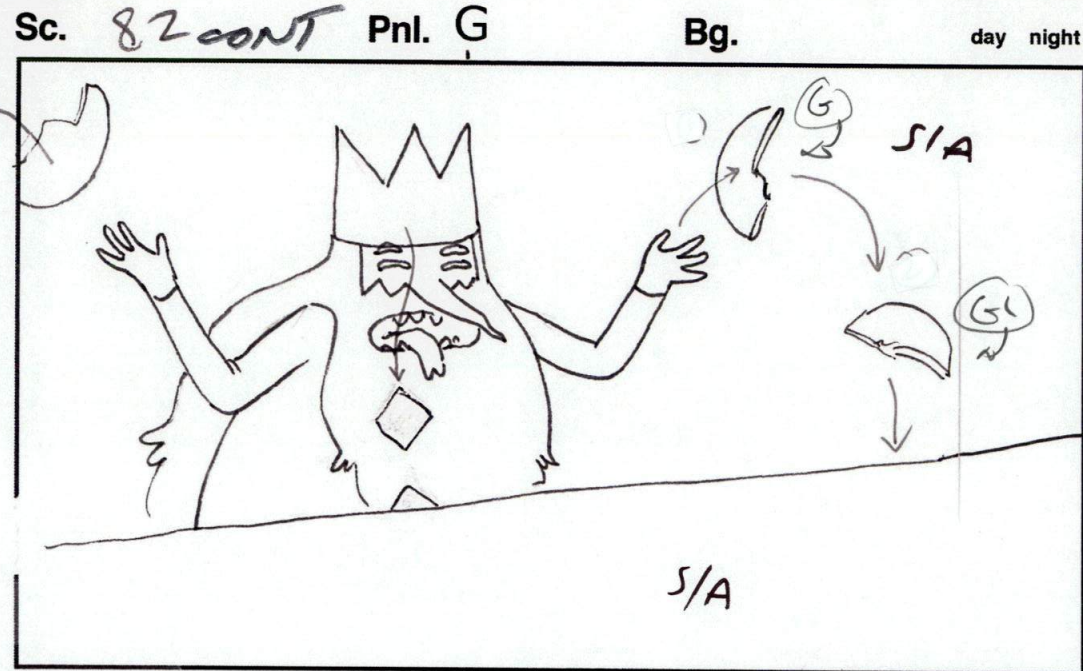
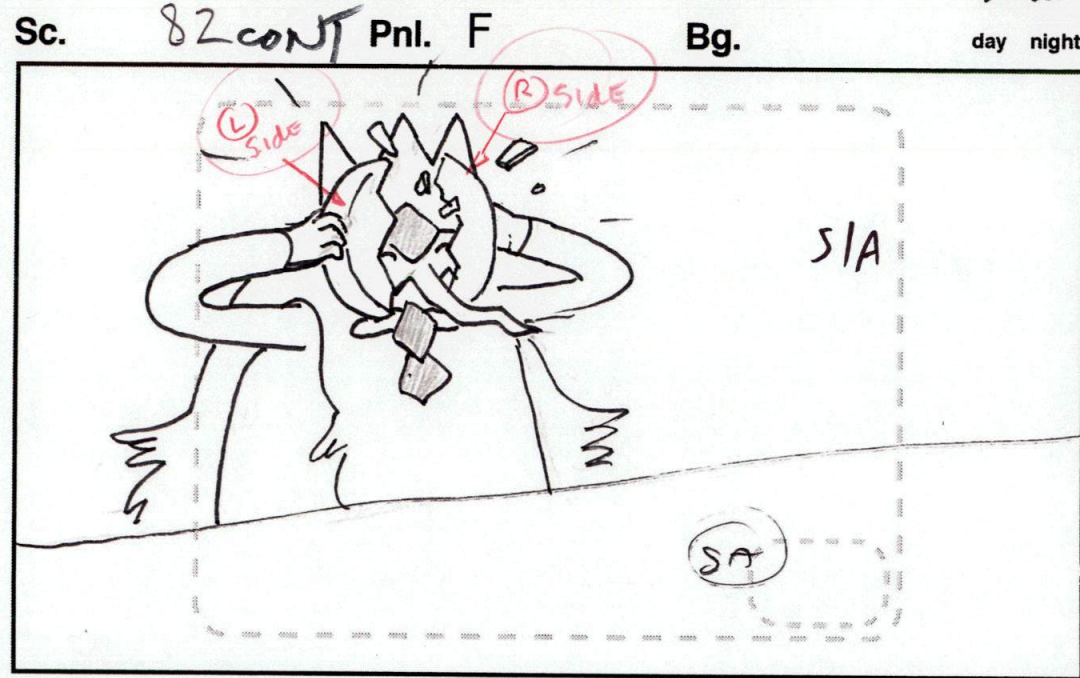
EPISODE #

1034-234

1034/234

1034/234

ADVENTURE TIME



Dialog:

(SFX) SMASH!

Action:

Timing:

(IK) Hlaughhh!

SEP 18 2015

1034-234

EPISODE #

1034/234

Production:

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ADVENTURE TIME

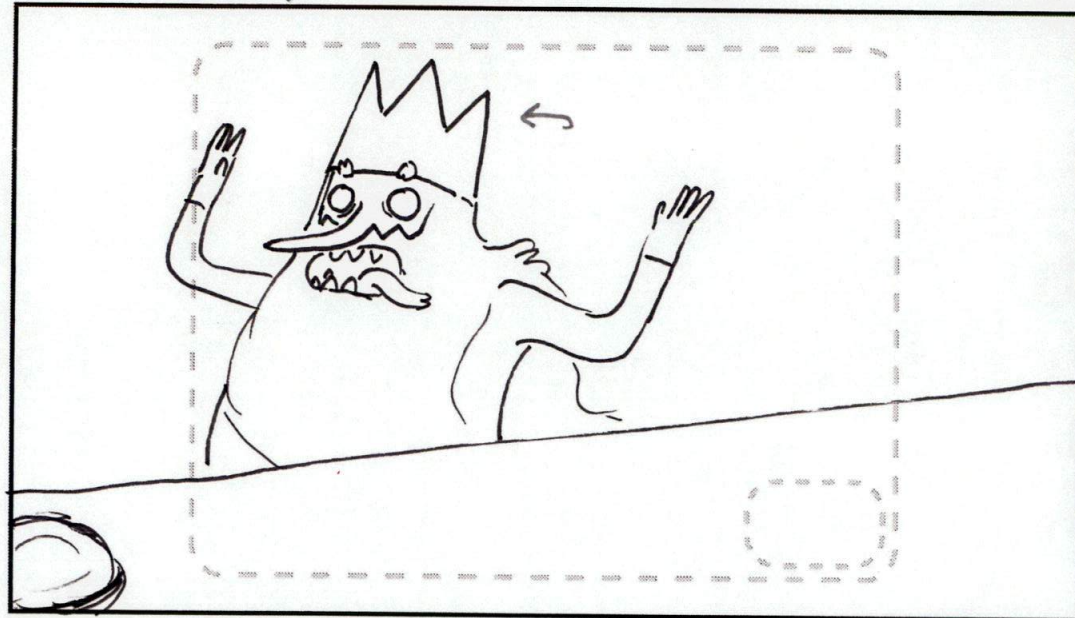


Page 102

Sc. 82 CONT Pnl. H

Bg.

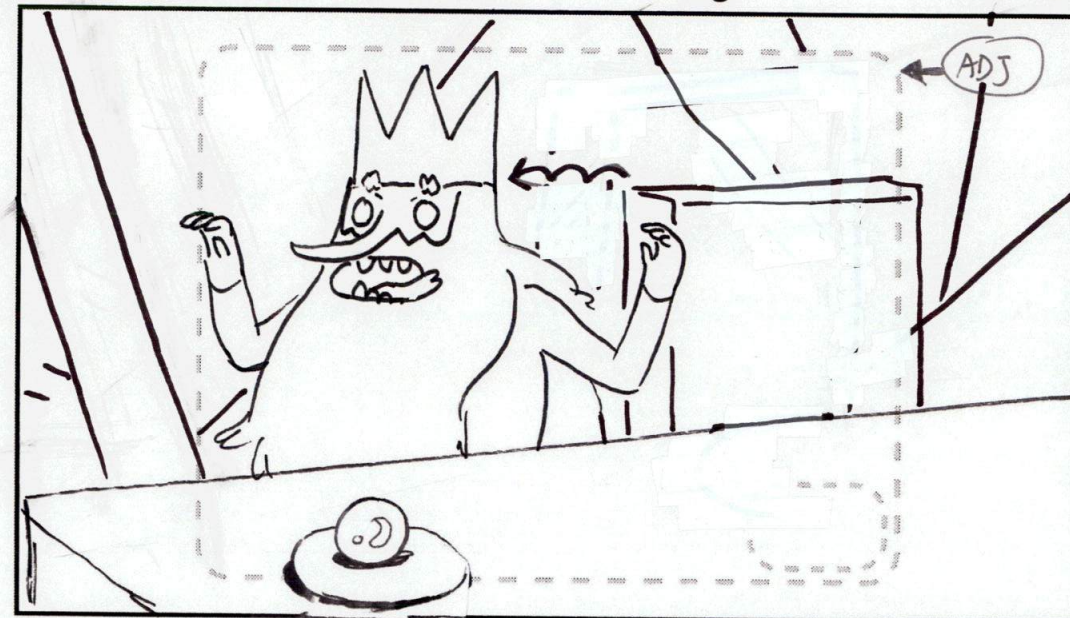
day night



Sc. 82 CONT Pnl. I

Bg.

day night



Dialog:

(SFX)
(OS)
PLATES

Crash!

(IK) (Ice Landic, KNITTING TALK)

(IK) (Ice Landic KNITTING TALK)

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

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1034/234

ADVENTURE TIME



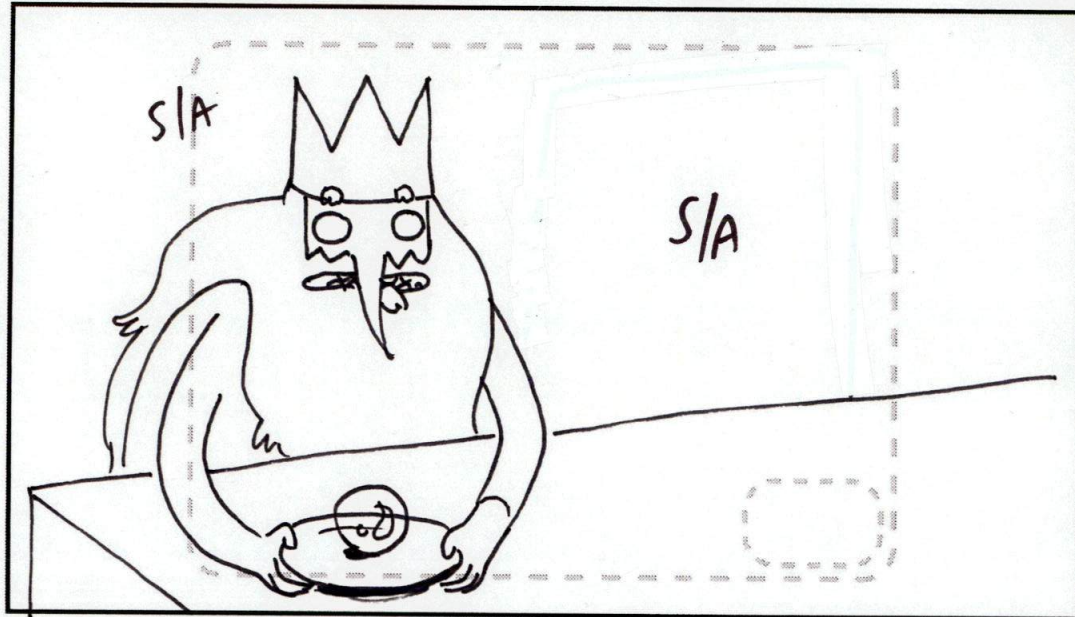
Page 103

Sc. 82 CONT

Pnl. J

Bg.

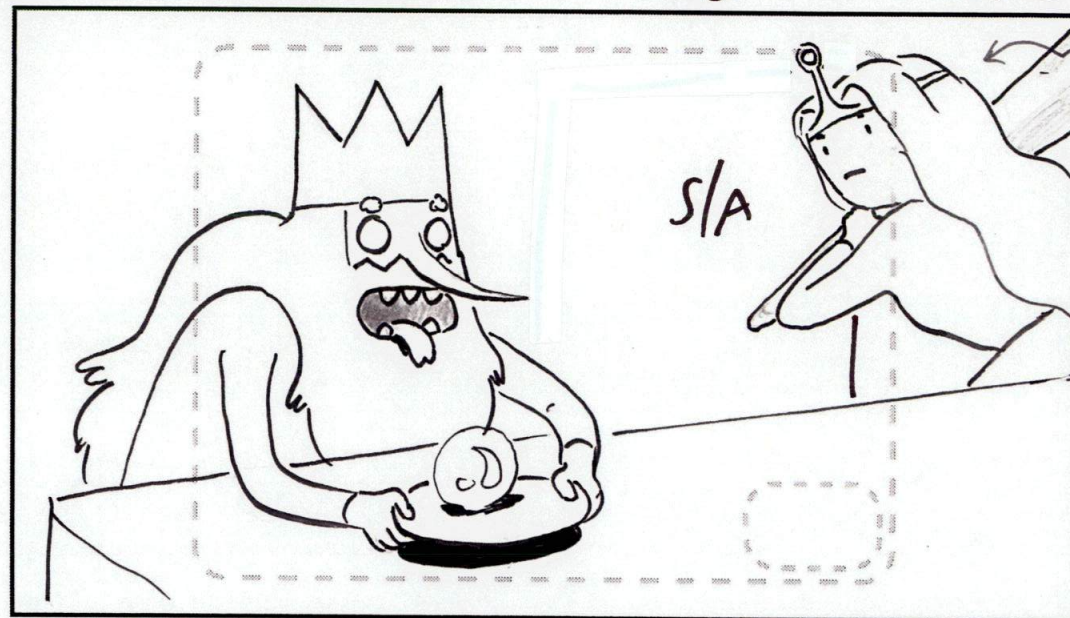
day night



Sc. 82 CONT Pnl. K

Bg.

day night



Dialog:

Action:

-PB HUSTLES ON.

SEP 18 2015

Timing:

EPISODE #

1034-234

1034/234

Production:

1034/234

ADVENTURE TIME



Page 104

Sc. 82 CONT

Pnl. L

Bg.

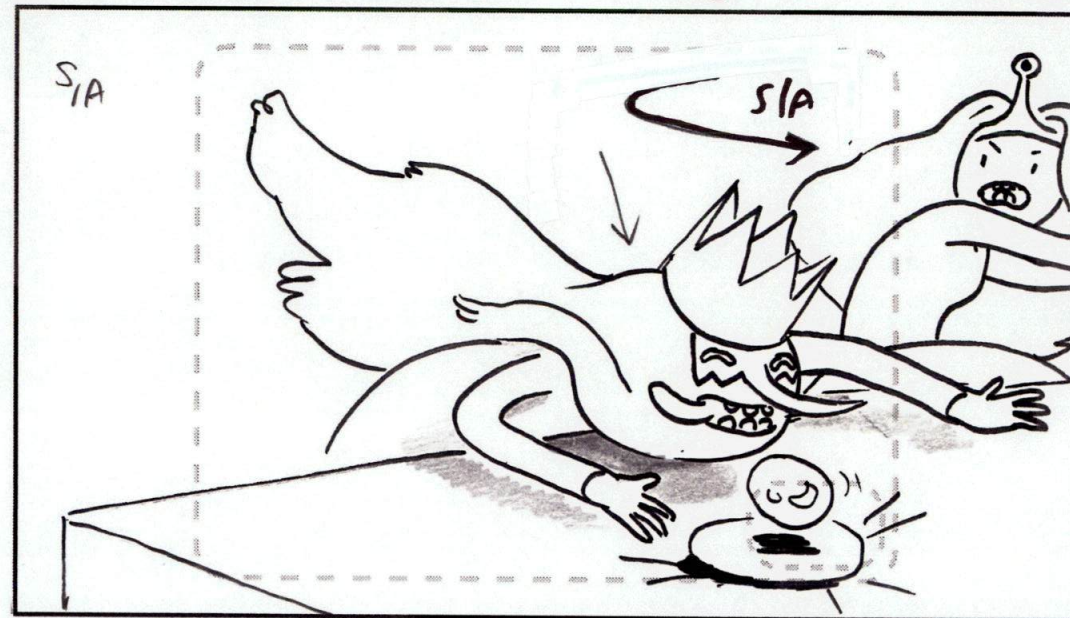
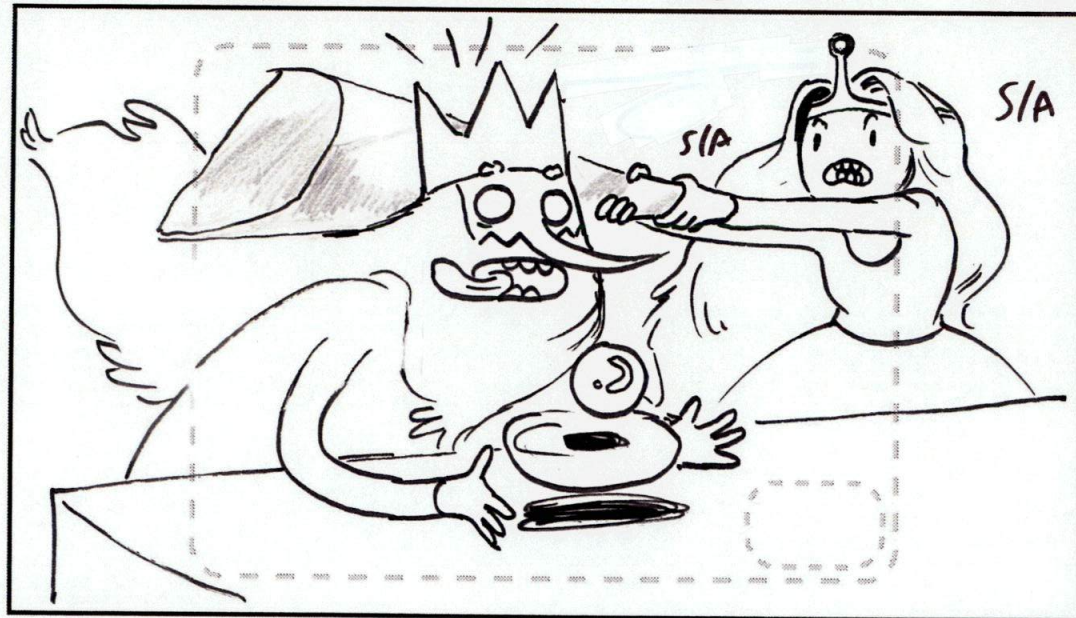
day night

Sc. 82 CONT

Pnl. M

Bg.

day night



Dialog:

(Sfx) CRACK!!

Action:

- PB swings icicle into the back of (PK's) head. plate goes flying

Timing:

SEP 18 2015

Production:

EPISODE #

1034-234

1034/234

1034/234

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ADVENTURE TIME



Page 105

Sc. 82 *cont*

Pnl. N

Bg.

day night



Sc. 83

Pnl. A

Bg.

day night



Dialog:

(SFX) BAM!

(M) What'd you do that for?

Action:

- IK SMASHES FOOD SPHERE.

Timing:

SEP 18 2015

Production:

EPISODE # 1034-234

1034/234

1034/234

1034/234

1034/234

ADVENTURE TIME



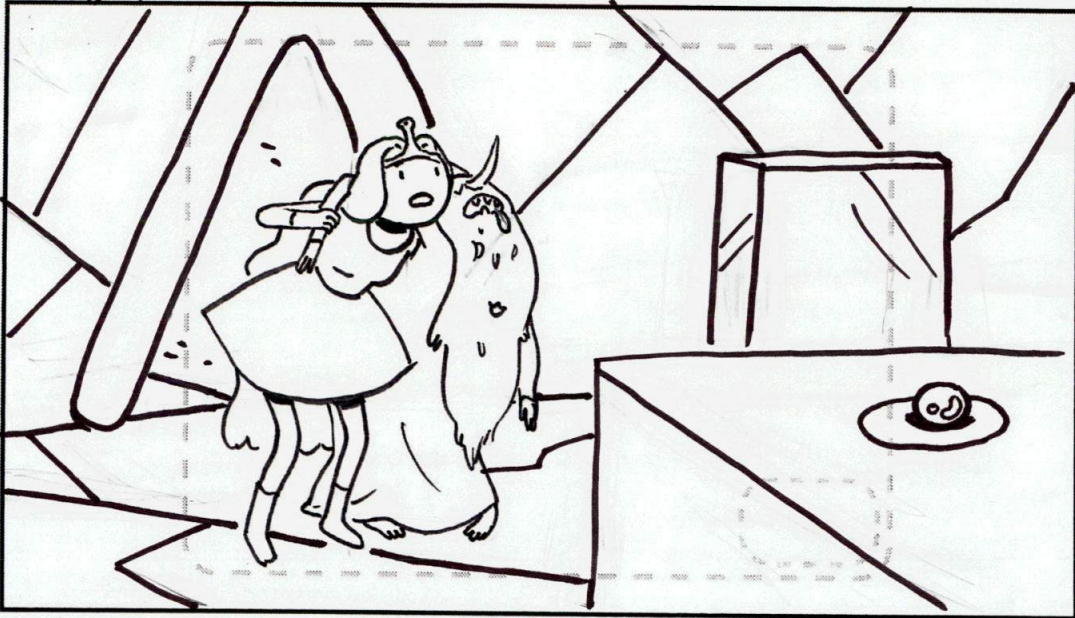
Page 106

Sc. 84

Pnl. A

Bg.

day night



Sc. 85

Pnl. A

Bg.

day night



Dialog:

(PB) It just makes things easier.

(PB) Let's get him to the lab.

Action:

- PB CARRIES IK W/ ONE ARM
THROWN OVER HER SHOULDER

WIPE

Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

Production:

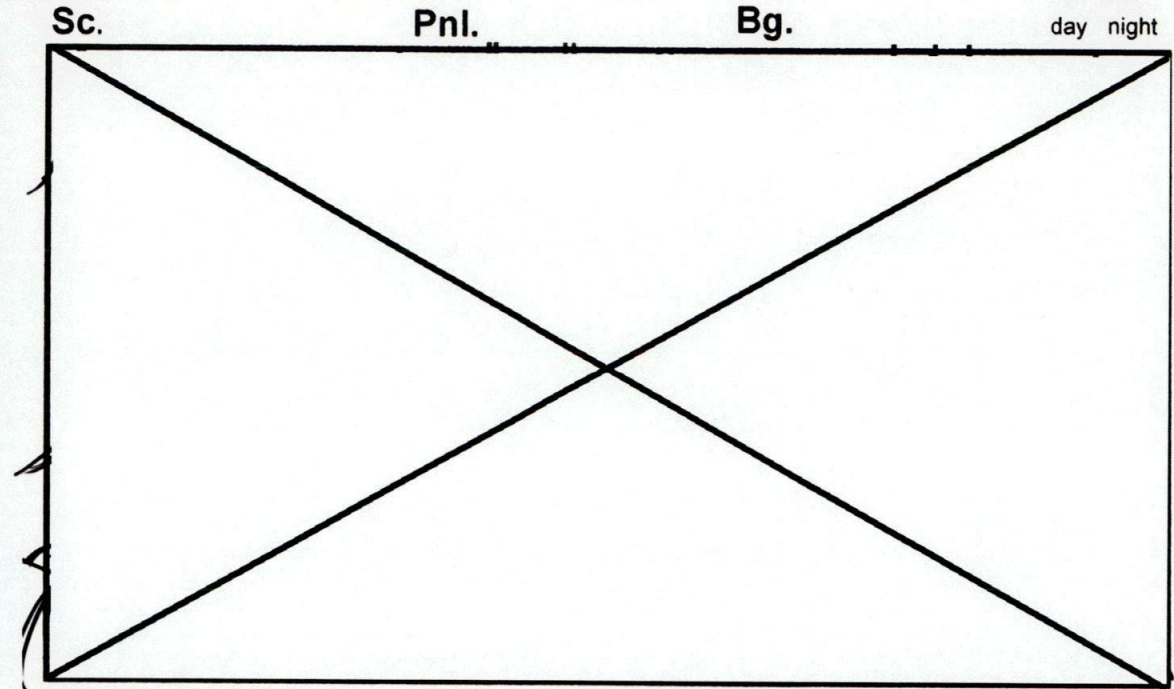
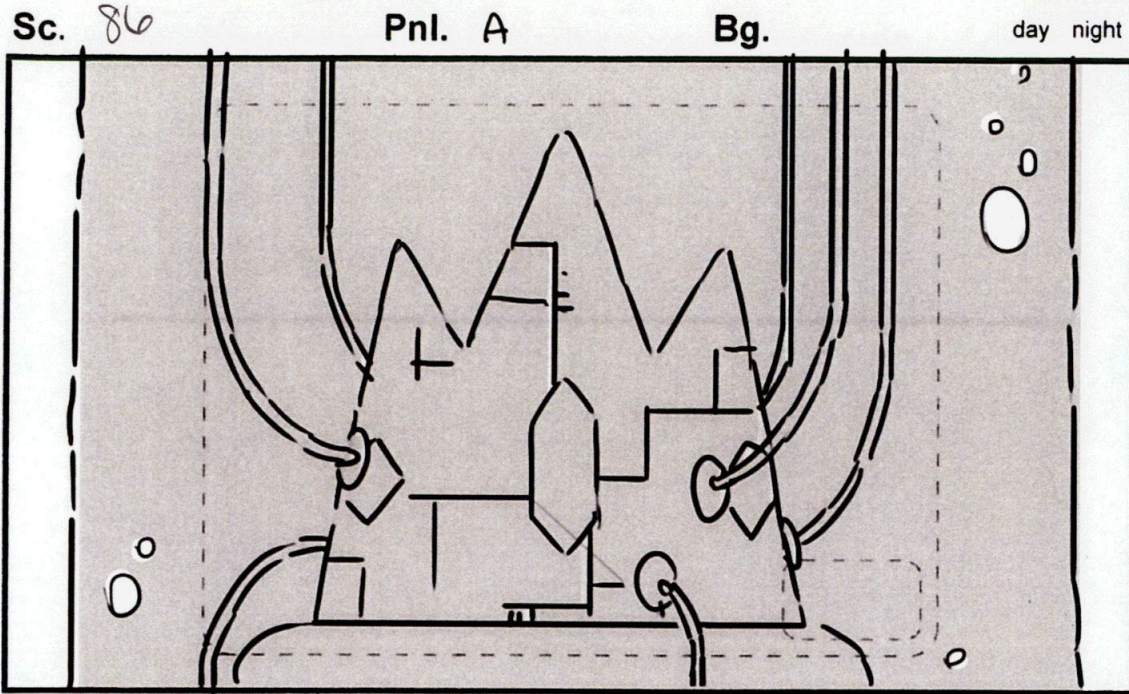
1034/234

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ADVENTURE TIME



Page 107



Dialog:

PB (vo) I'm DEFINATELY

Action:

Timing:

SEP 18 2015

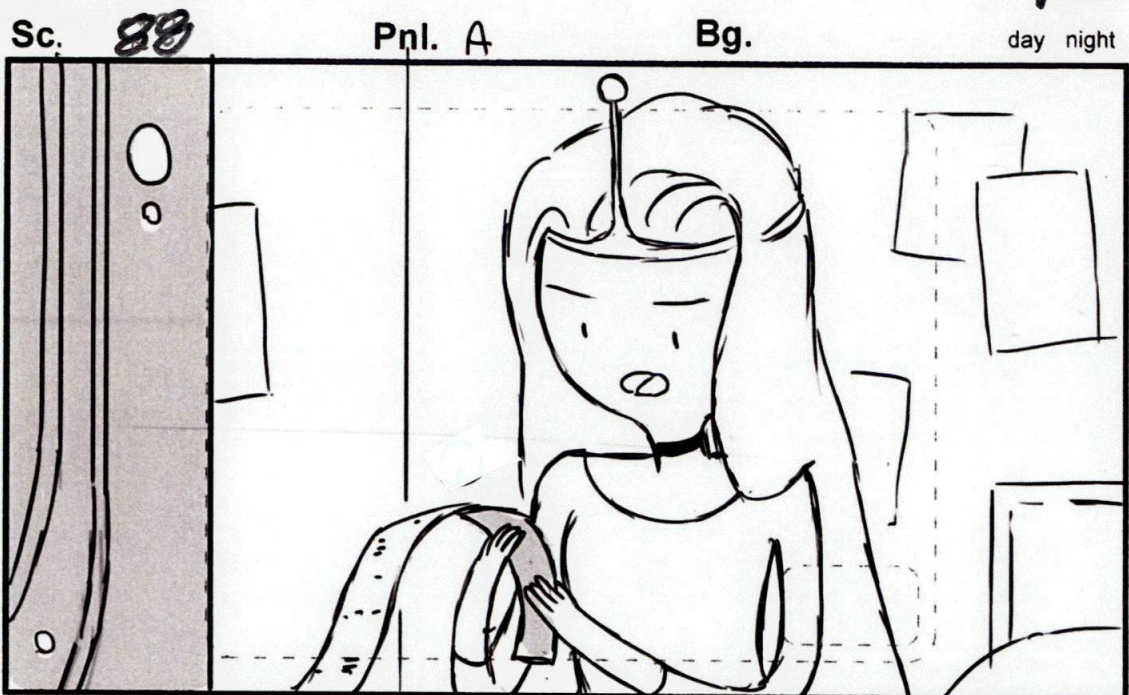
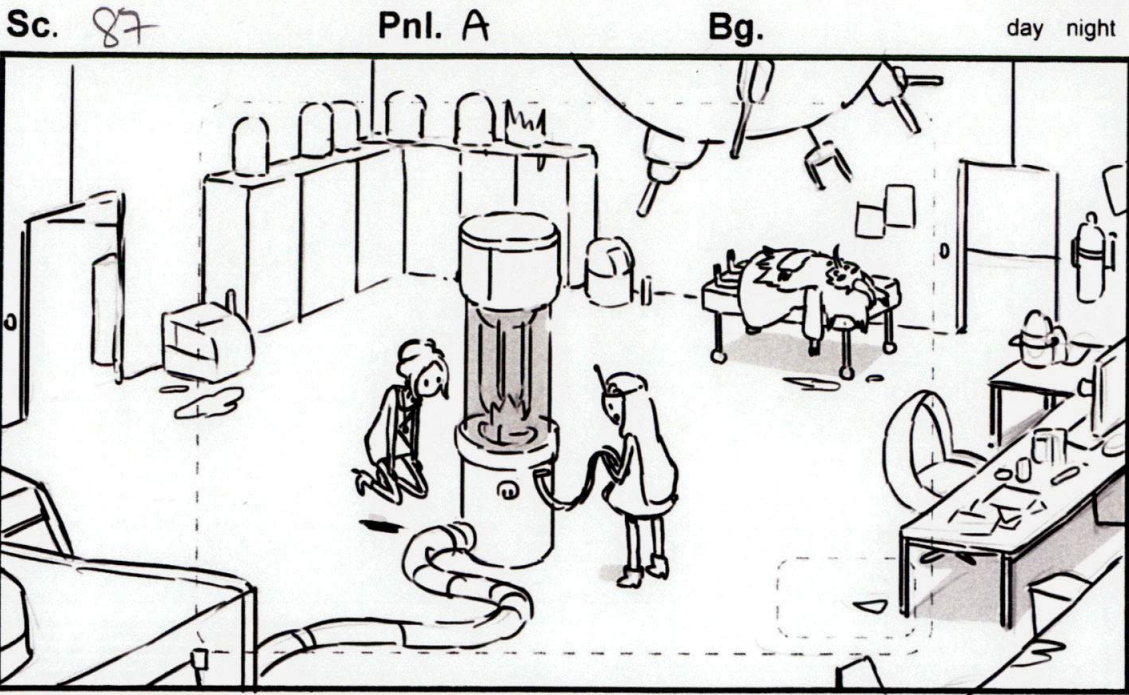
EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

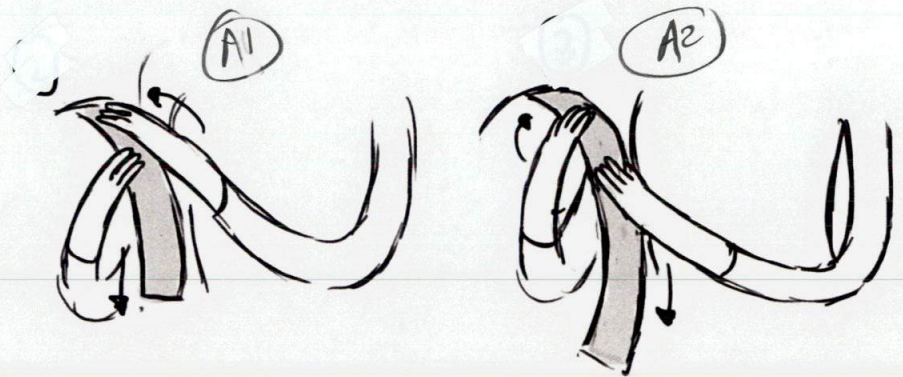


Dialog: PB, Seeing some
WEIRD ACTIVITY HERE...

Action:

Timing: -PB PULLING
DOWN
THE PAPER

PB, IT'S REALLY... REALLY....
(GOES SILENT)



SEP 18 2015

EPISODE # 1034-234
1034/234
Production :
1034/234

1034/234

ADVENTURE TIME



Page 109
day night

Sc. 88 CONT

Pnl. B

Bg.

day night

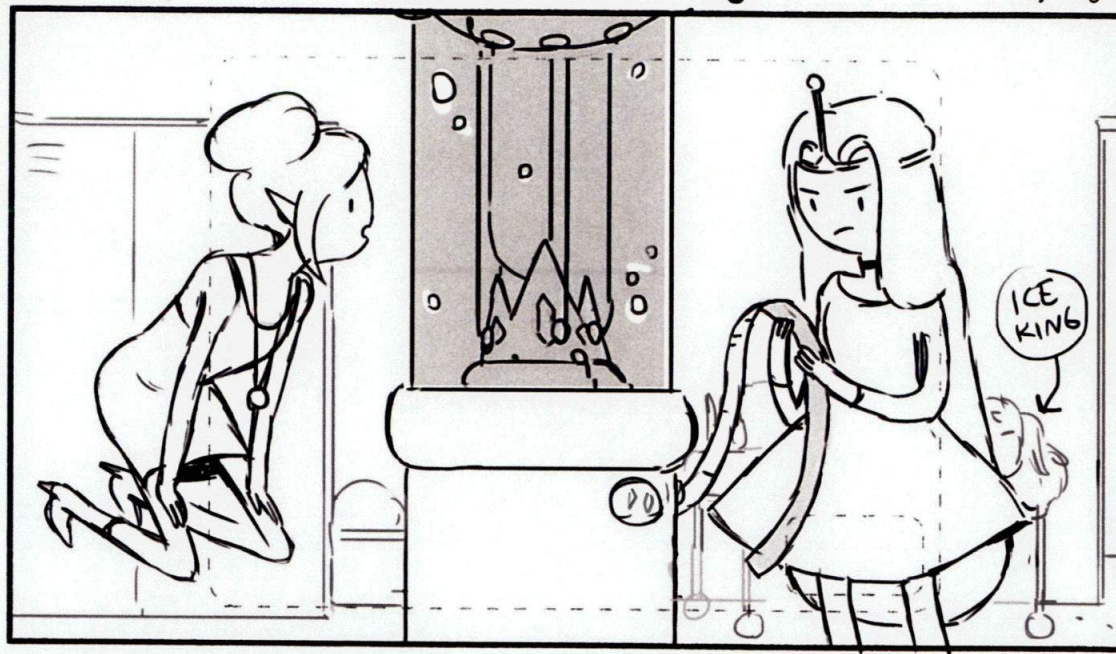


Sc. 89

Pnl. A

Bg.

day night



Dialog:

M) UHHH-HUH. YOU DON'T KNOW
WHAT'S GOING ON.

Action:

[SILENT BEAT]

SEP 18 2015

Timing:

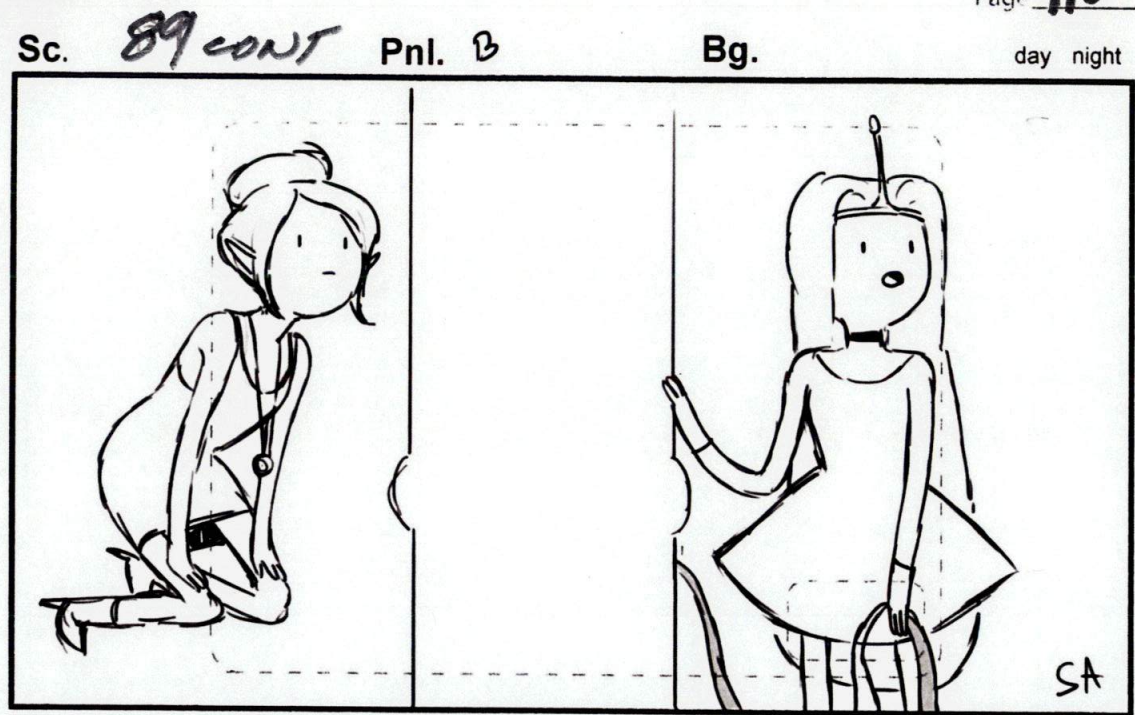
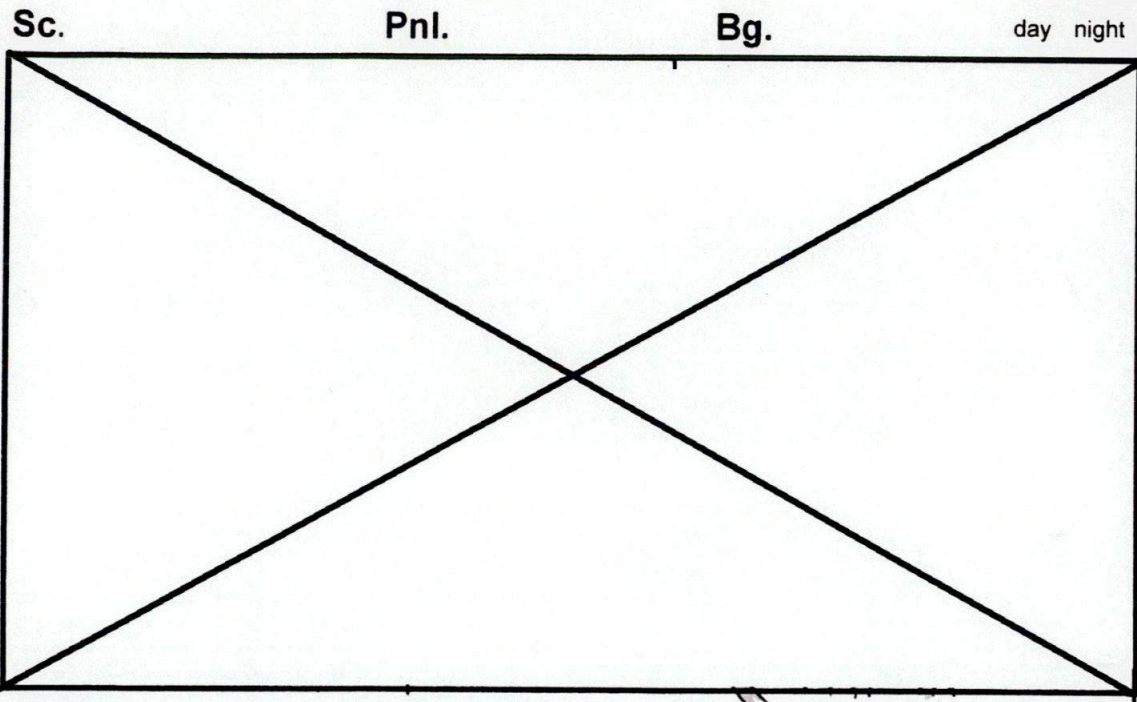
EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME



Dialog:

PB, MAY BE I CAN ACCESS IT ...

Action:

Timing:

SEP 18 2015

RI

TV cut OFF

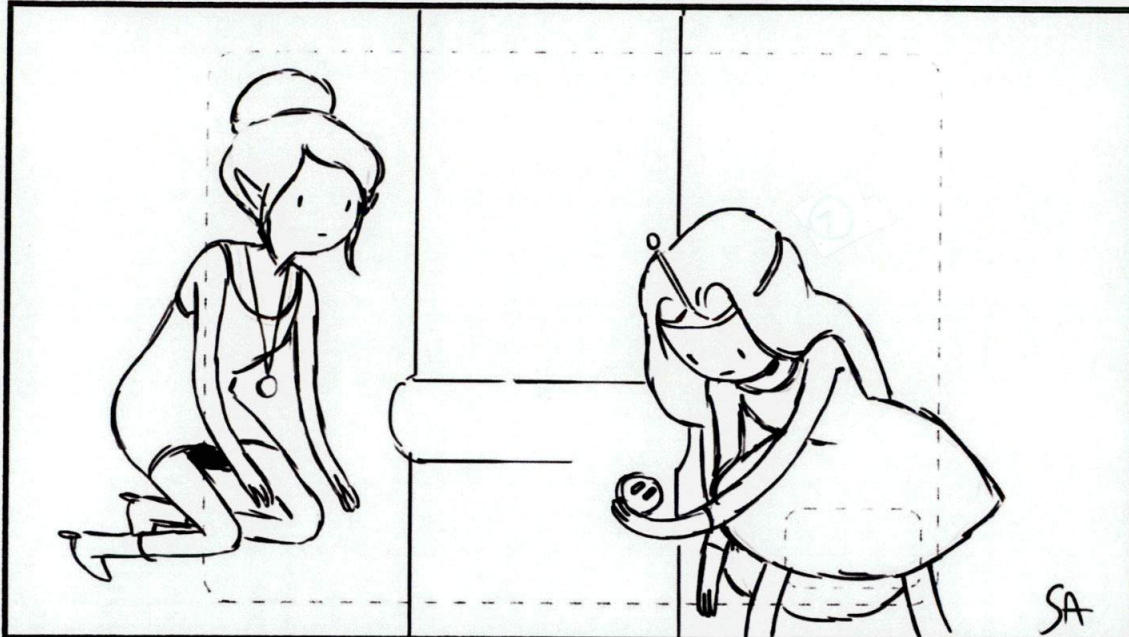
1034/234

ADVENTURE TIME

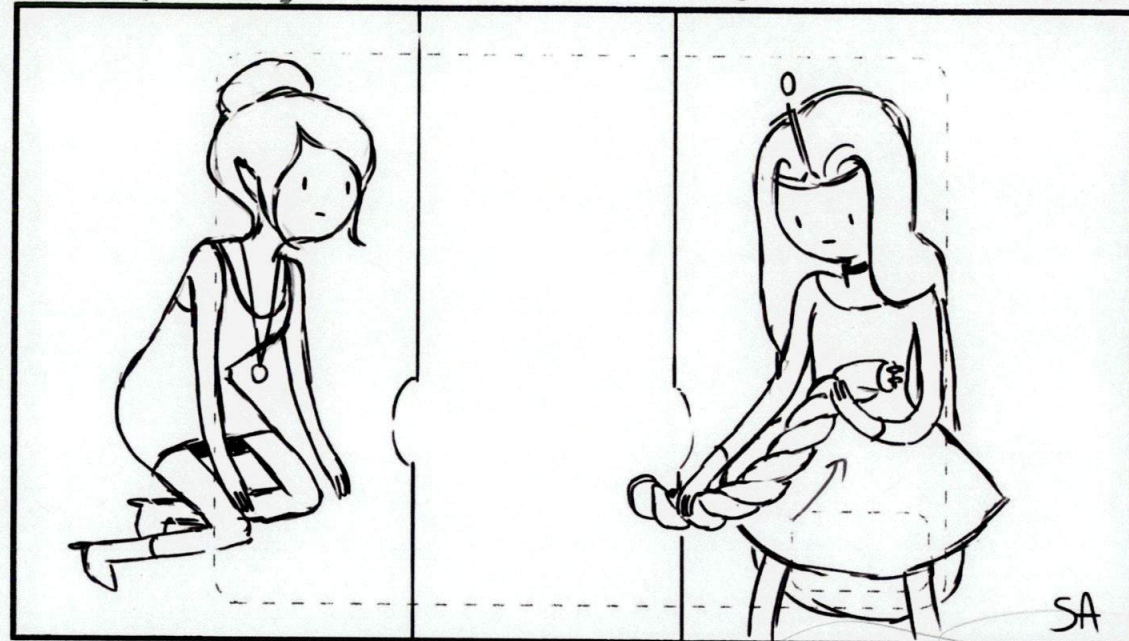



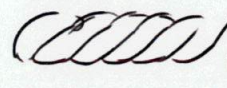
Page III

Sc. 89 CONT Pnl. C Bg. day night



Sc. 89 CONT Pnl. D Bg. day night



Dialog:	<u>SFX: *CHKK*</u>		<u>SFX: * VRRRR *</u>
Action:	-PB GRABS PLUG.		-PB PULLS OUT CORD.
Timing:			NOTE:  chord like a licorice twist

SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

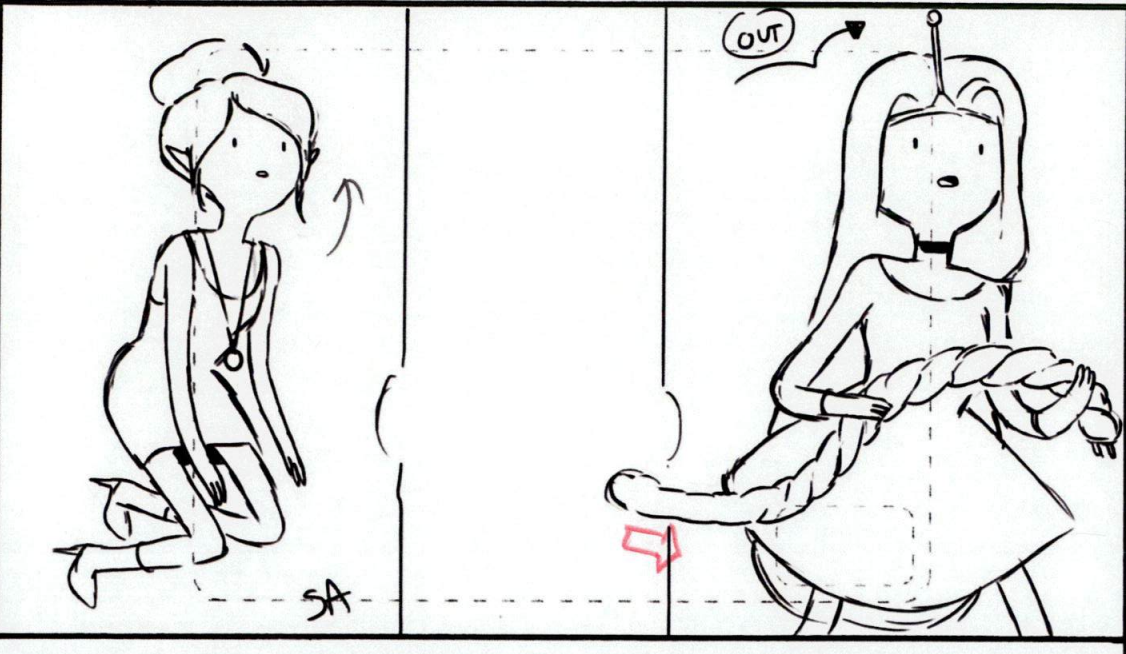
1034/234

ADVENTURE TIME

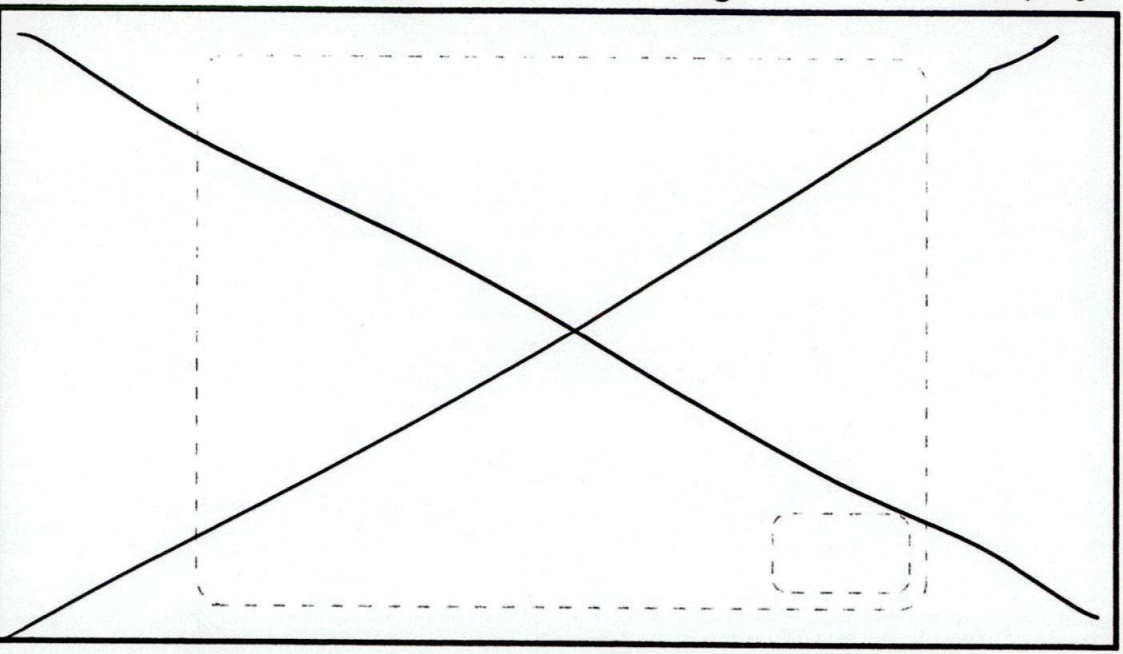


Page 112

Sc. 89 cont Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog: PB, ... WITH MY VA-EQUIPMENT.

Action: -PB WALKS OFF/S.

Timing:

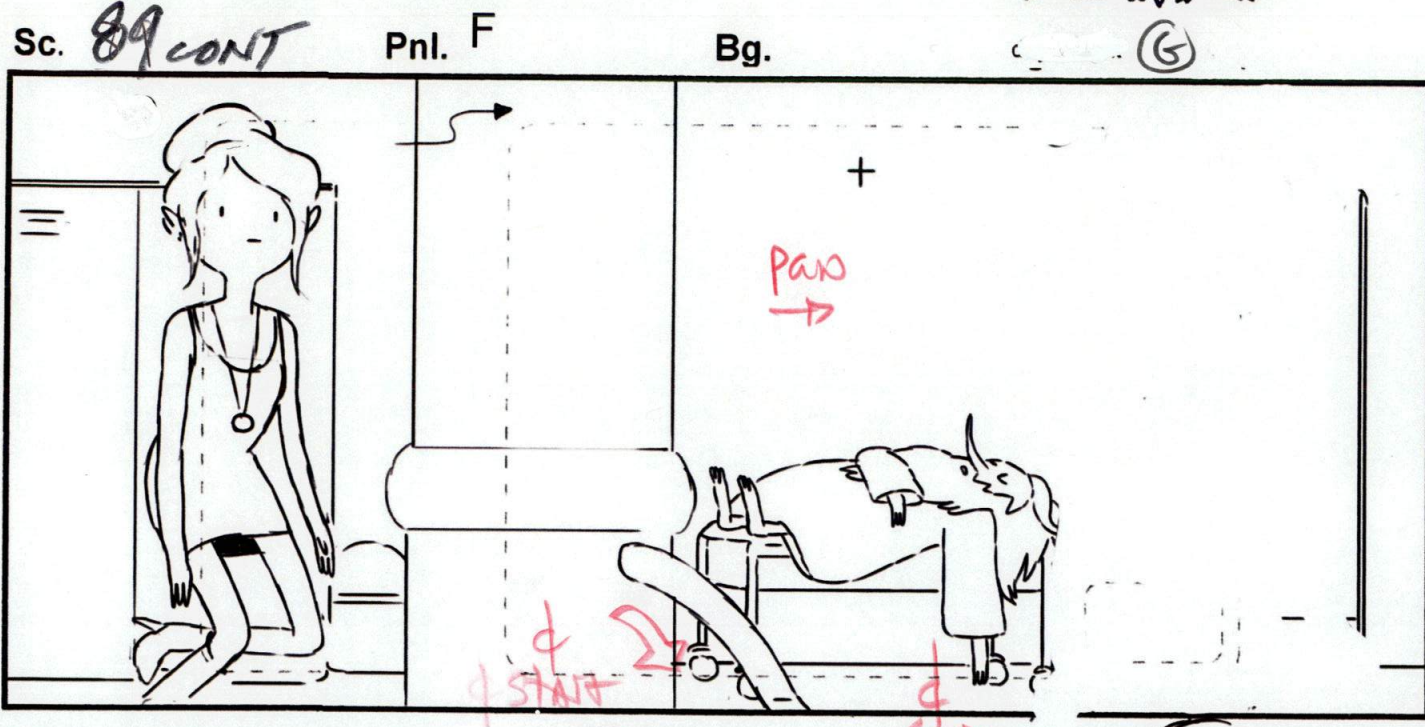
SEP 18 2015

EPISODE # 1034-234
1034/234
Production :

ADVENTURE TIME



Page 113



Dialog:	
Action:	
Timing:	

Action: - M. FLOATS FORWARD.
- PAN W/ MARCELINE

SEP 18 2015

Production :

EPISODE #
1034/234
1034-234

1034/234

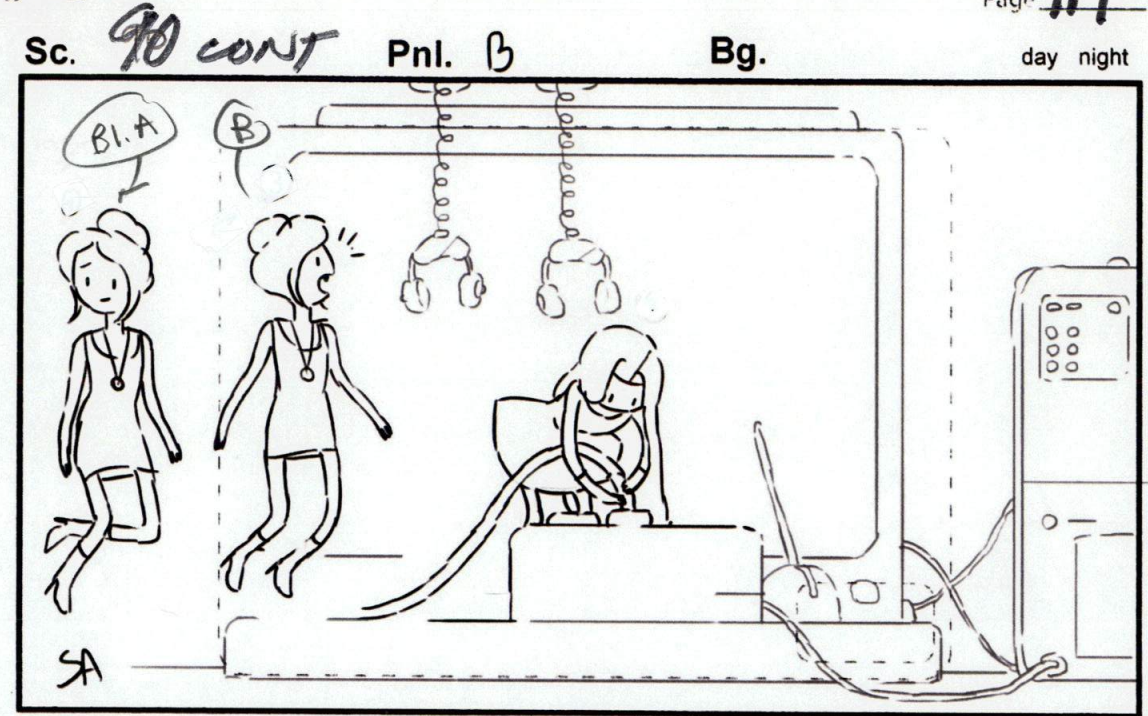
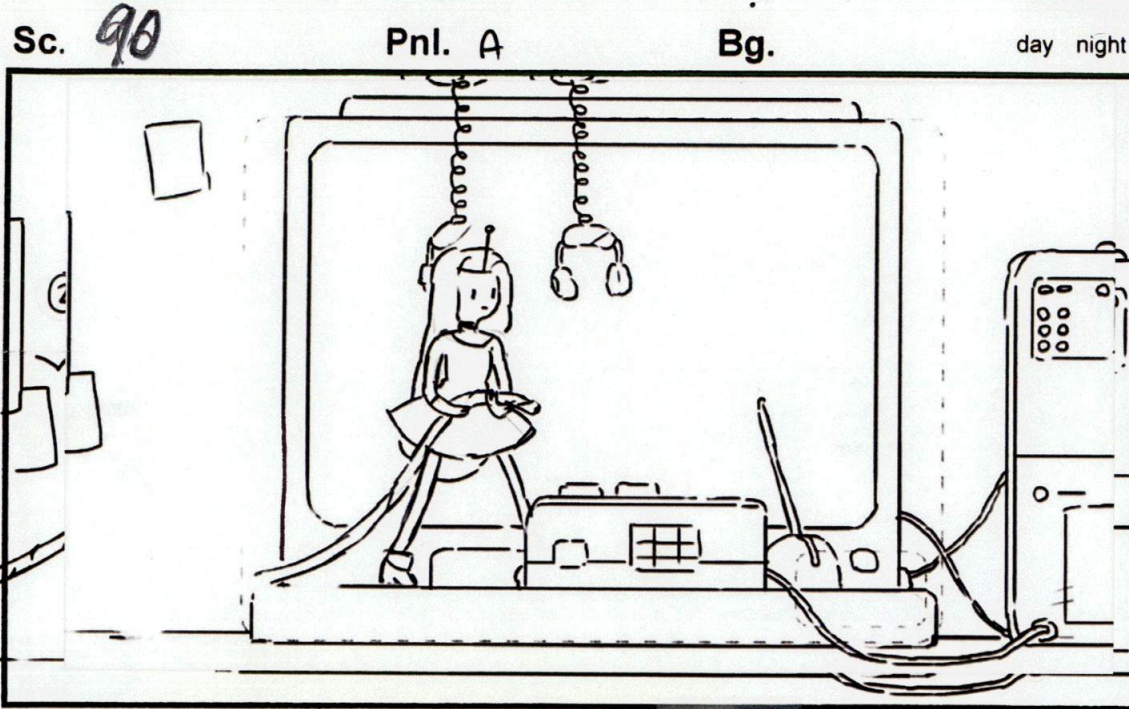
1034/234

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ADVENTURE TIME



Page 114
day night



Dialog:	
Action:	<p>m) WOA, BON-BON!</p> <p>- PB WALKS ON/S.</p> <p>- M. FLOATS ON/S AND SEES VR EQUIPMENT.</p>
Timing:	<p>SEP 18 2015</p>

EPISODE # 1034-234

1034/234

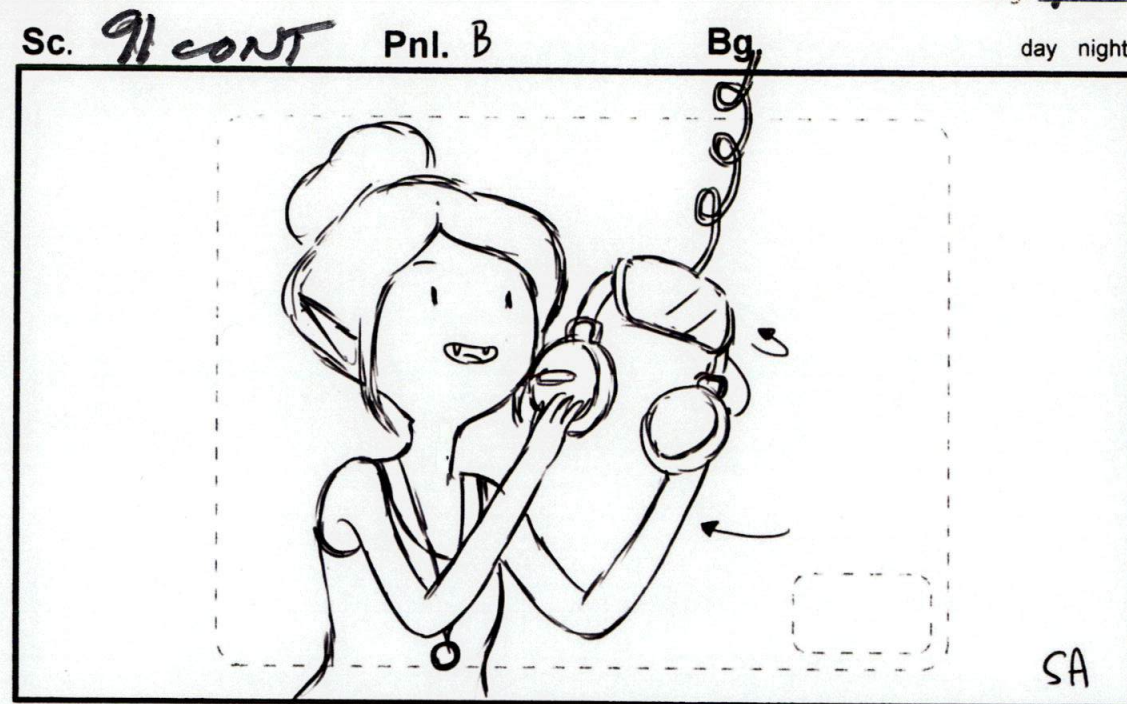
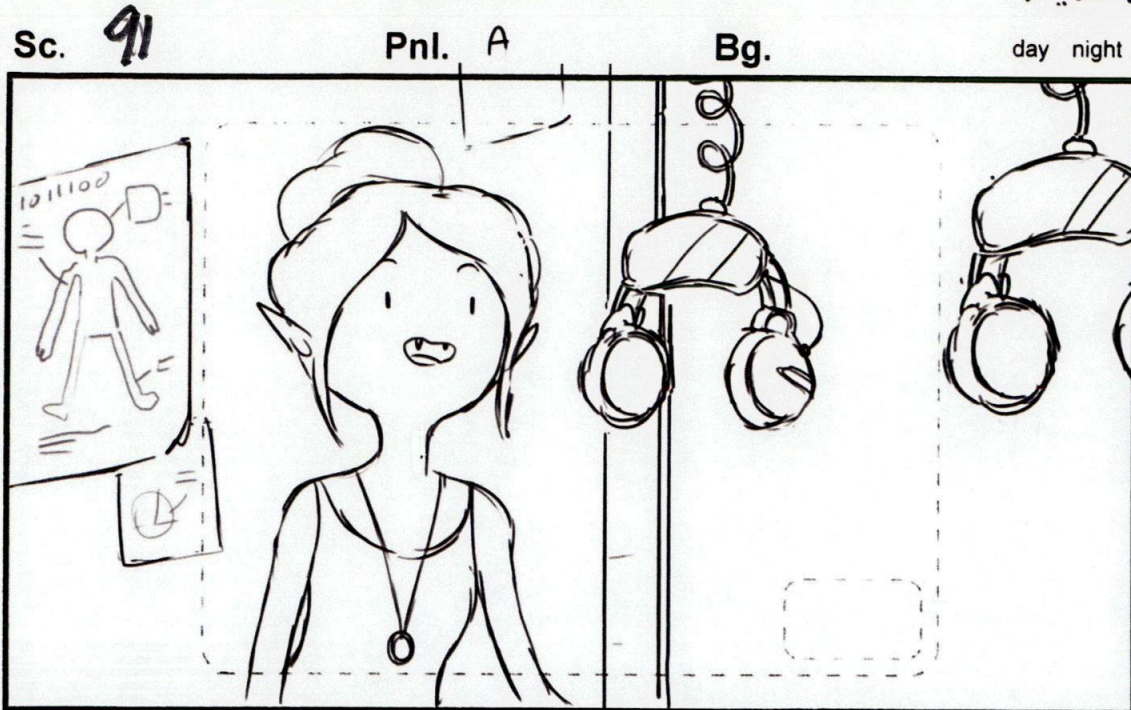
Production :

1034/234

ADVENTURE TIME



Page 115



Dialog:

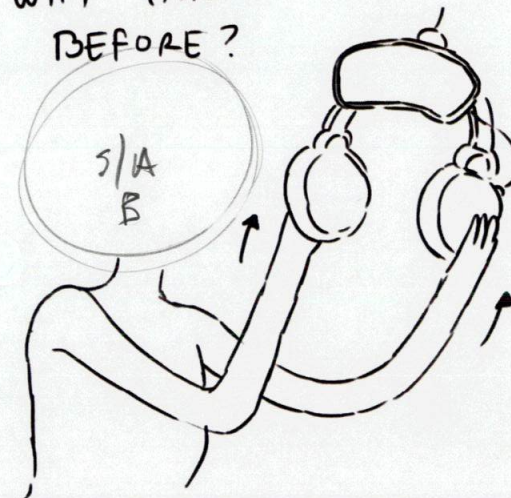
M) THIS STUFF IS RAD

Action:

Timing:

M)

WHY HAVEN'T YOU SHOWN ME BEFORE?



SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

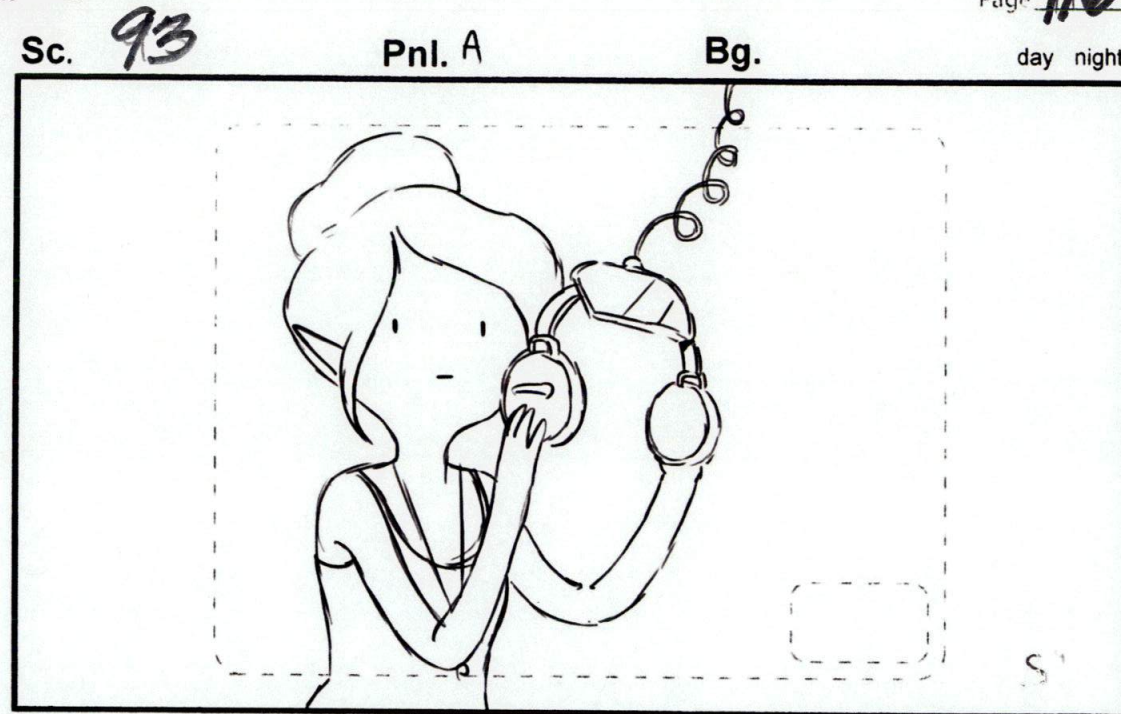
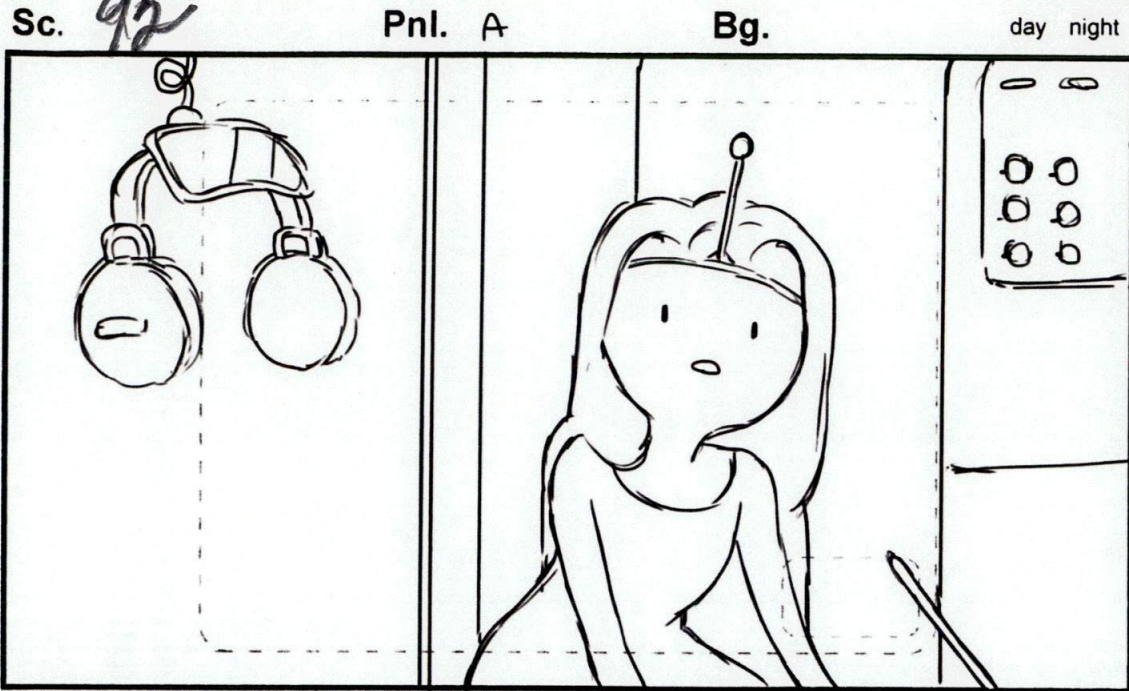
1034/234

787/4801
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ADVENTURE TIME



Page 116



Dialog:

PB, I DIDN'T THINK
YOU LIKED SCIENCE.

Action:

S.P.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

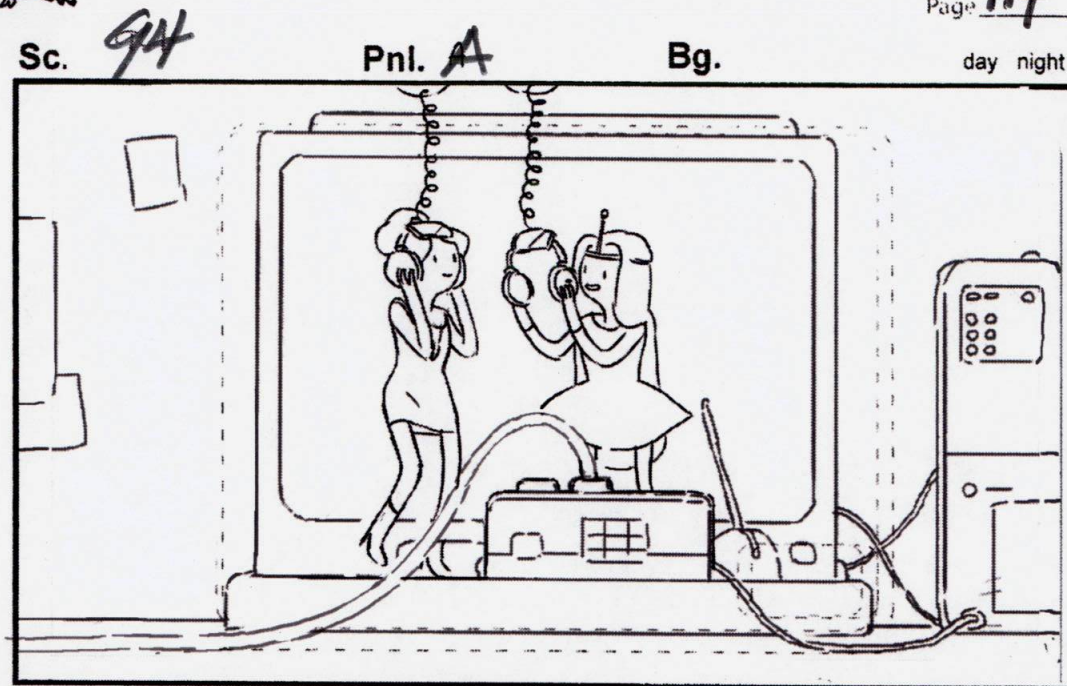
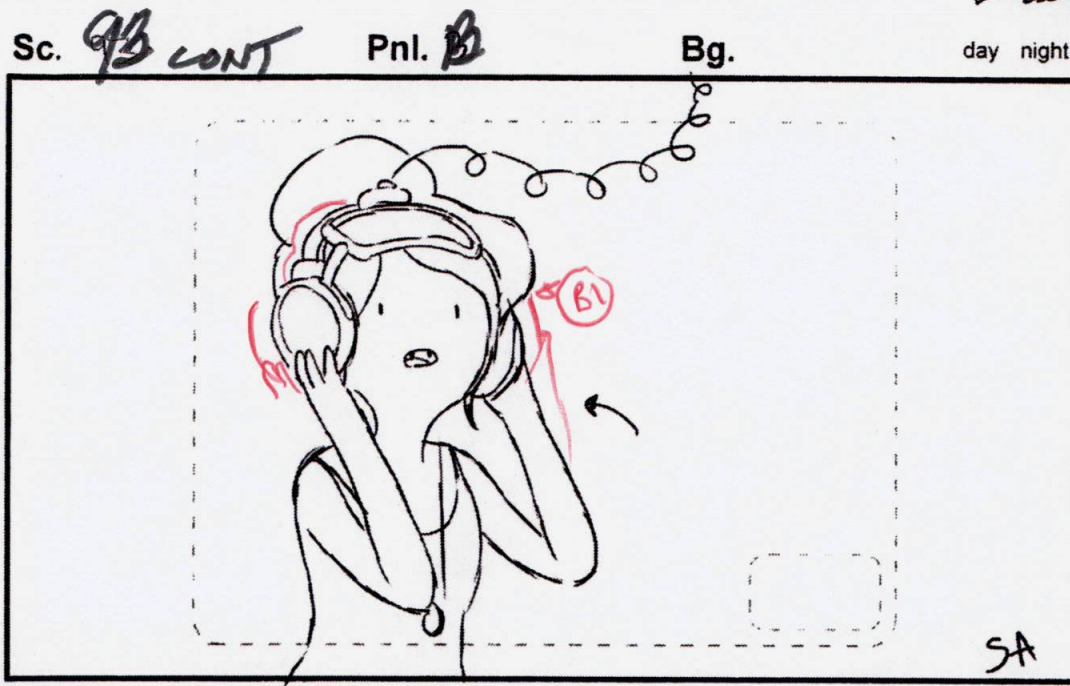
Production :


1034/234

ADVENTURE TIME



Page 117



Dialog:	<u>M</u>) I LIKE <u>GAMES</u>	PB) WE CAN PLAY SOMETIME
Action:	- M. PUTS ON VR HEADSET.	- PB PUTS ON HEADSET.
Timing:		

SEP 18 2015

Production :

EPISODE # 1034-234

1034/234

1034/234

ADVENTURE TIME



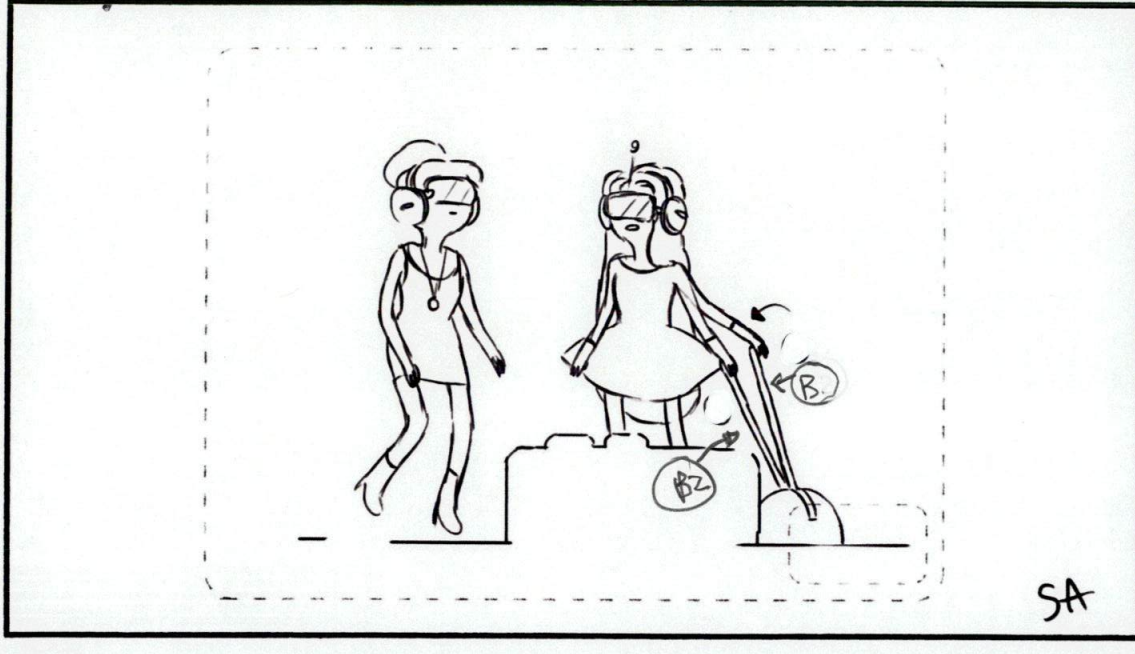
Page 118

Sc. 94 CONT

Pnl. B

Bg.

day night

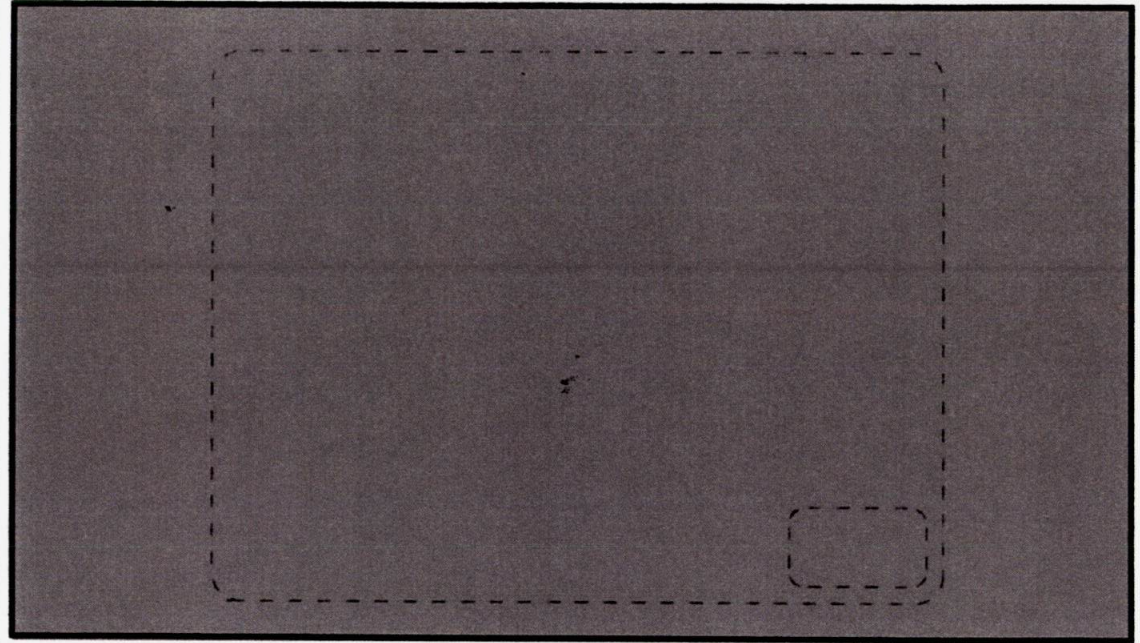


Sc. 95

Pnl. A

Bg.

day night



Dialog:	PB, BUT THIS TIME ... IT'S <u>BUSINESS</u>		
Action:		SFX: * SHINK * - PB PULLS LEVER	(BLACK) FS.
Timing:	SEP 18 2015		

EPISODE # 1034-234

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME



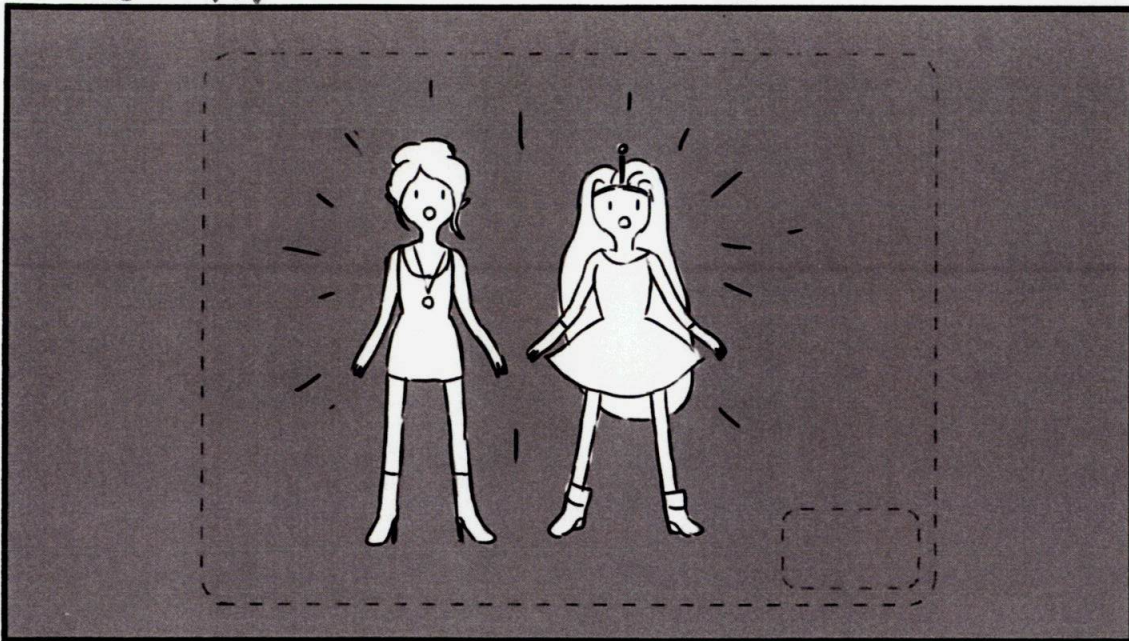
Page 119

Sc. 95 CONT

Pnl. B

Bg.

day night

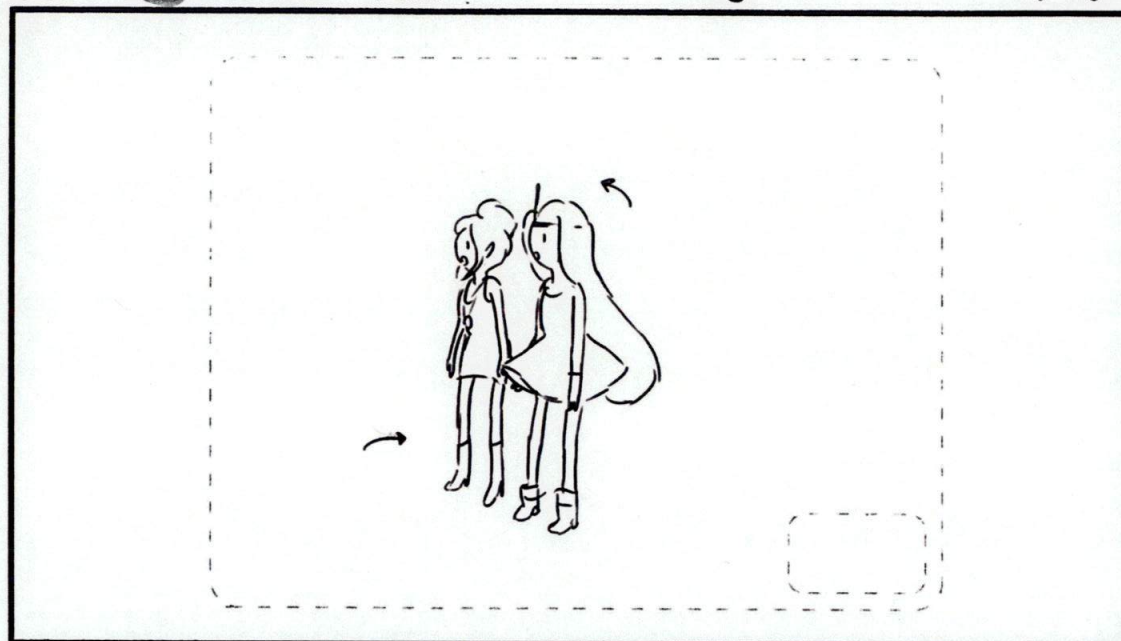


Sc. 95 CONT

Pnl. C

Bg.

day night



Dialog:

SFX: "BLIPP"

Action:

(BLACK BG)

(THEY SPIN IN NOTHINGNESS) SEP 18 2015

Timing:

EPISODE #

1034-234

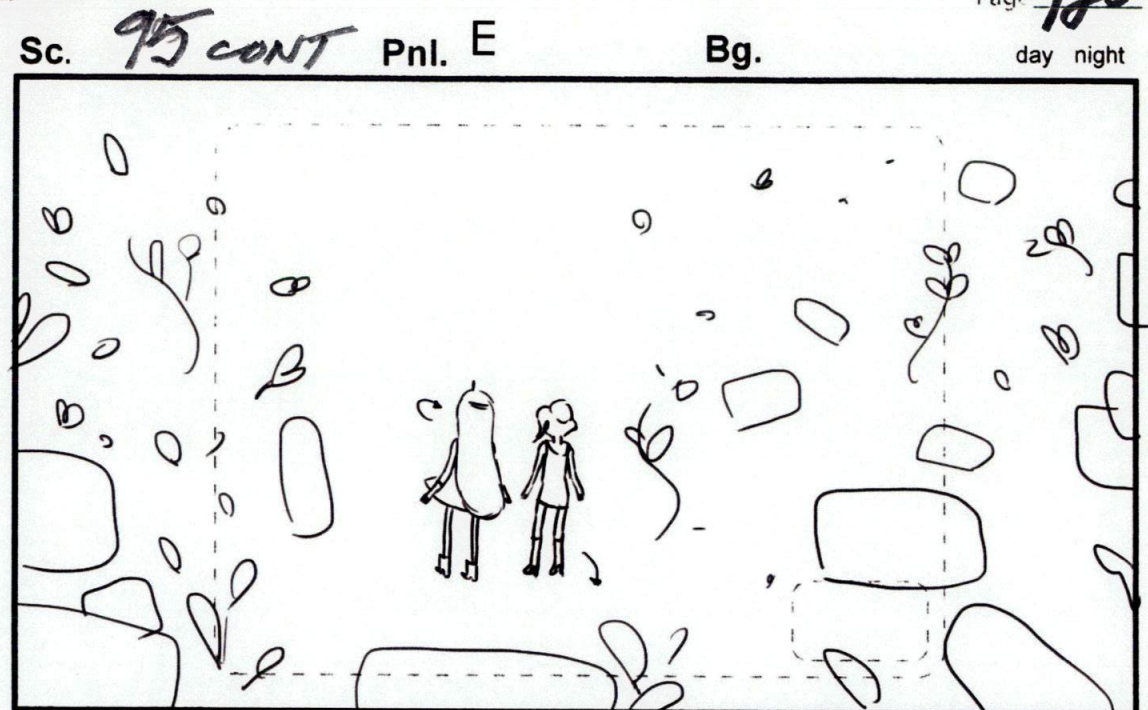
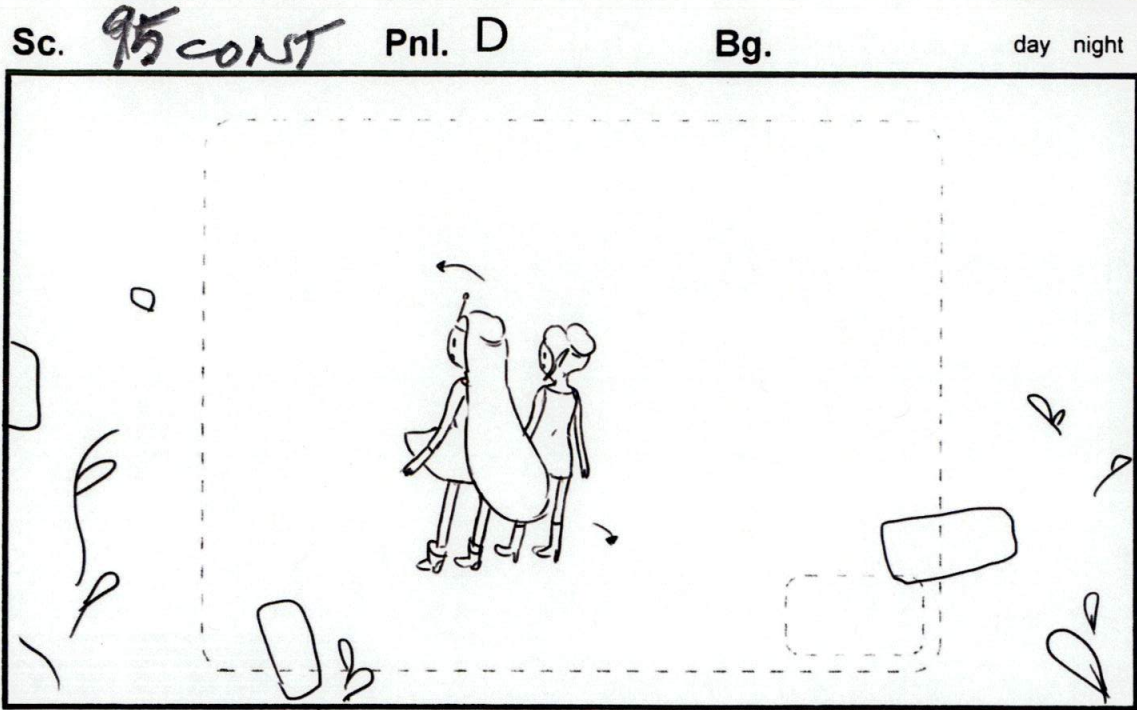
1034/234

Production :

1034/234

1034/234

ADVENTURE TIME



Dialog:

Action:

(BG BEGINS TO SHOW UP)

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

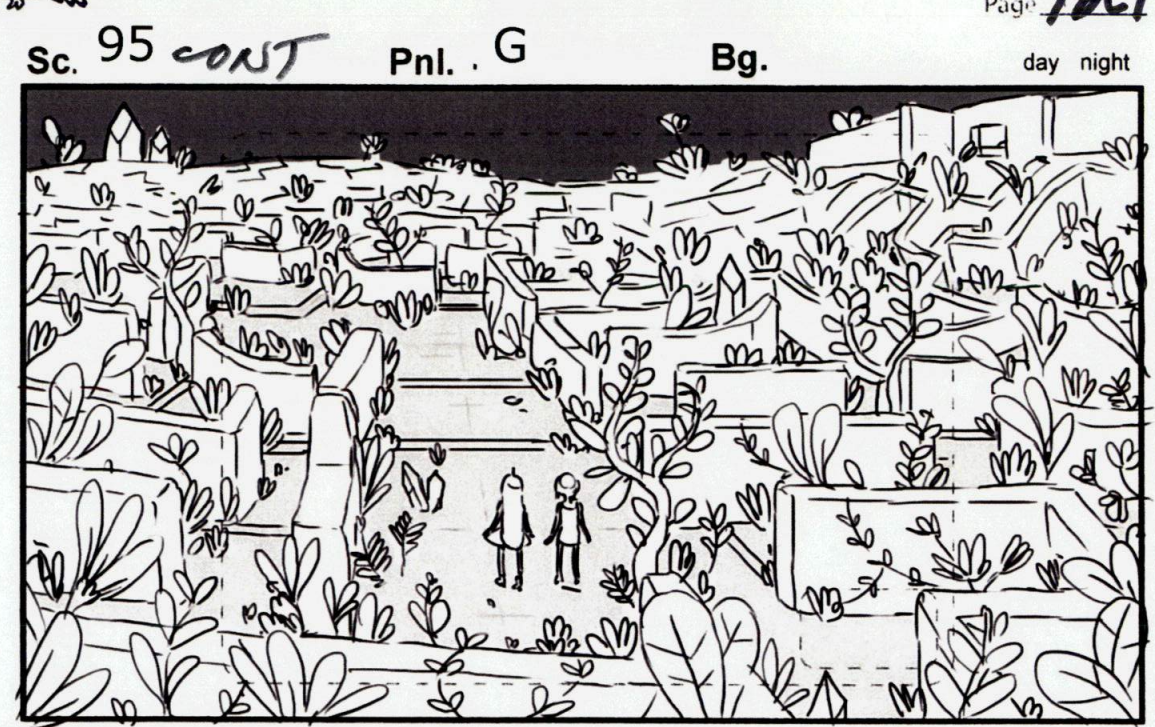
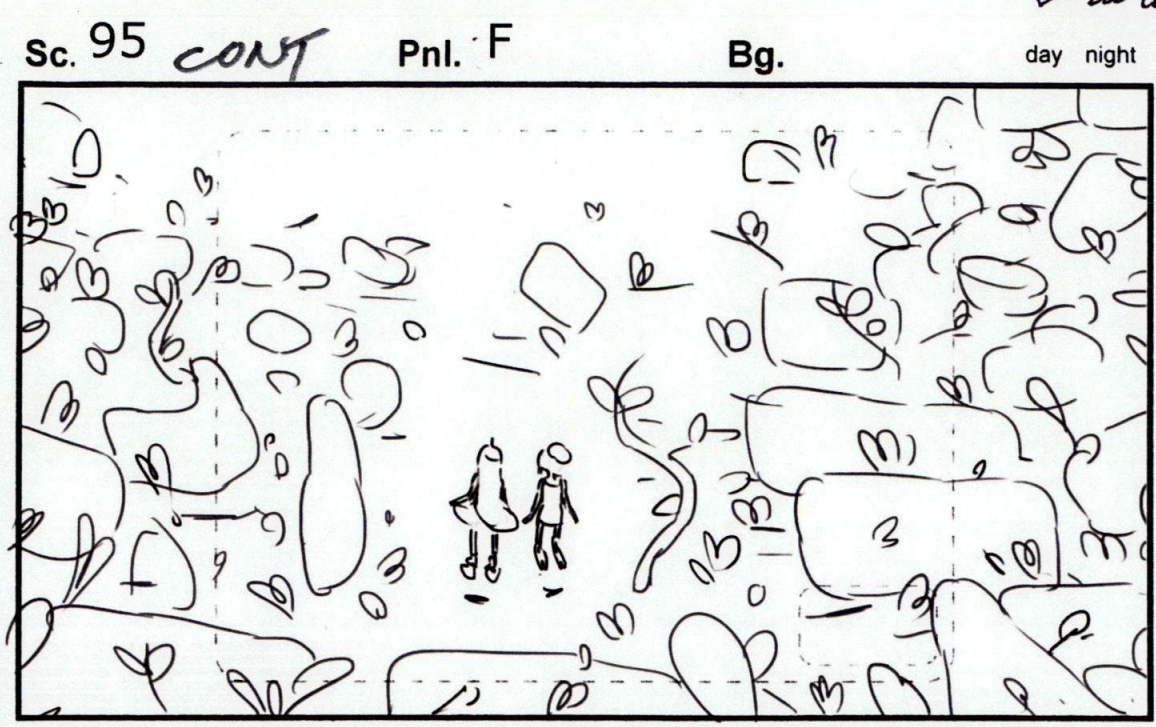
1034/234

ADVENTURE TIME



NO SC's
96-98

Page 121



Dialog:	
Action:	<p>(MORE BG UNTIL THE "LAND")</p> <p>(MARY BLAIR-ISH FOREST OVERGROWING A GOLDEN CIRCUITRY LABYRINTH)</p>
Timing:	<p>SEP 18 2015</p> <p>BLACK SKY</p>

EPISODE # 1034-234

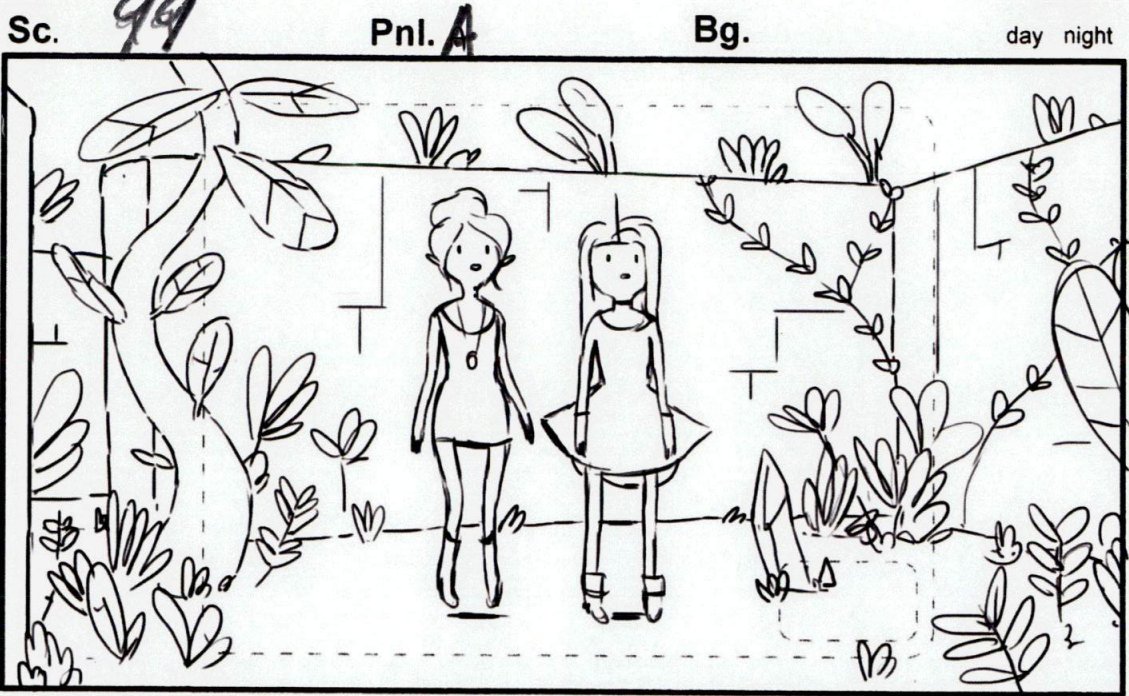
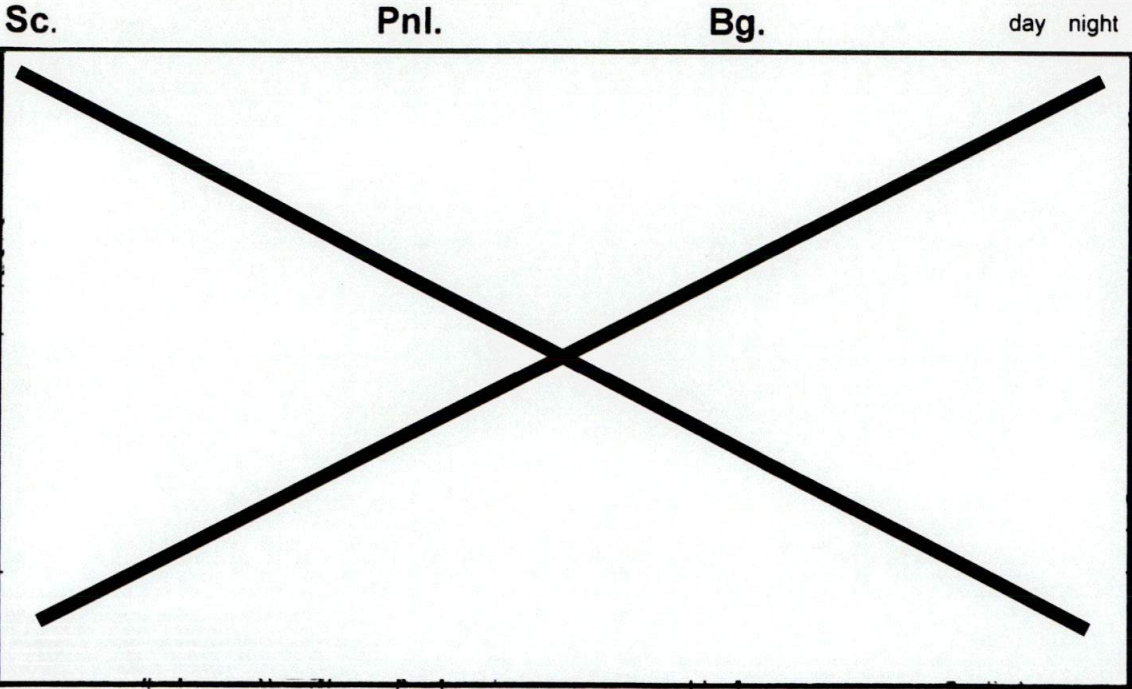
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1034/234

1034/234

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ADVENTURE TIME



Dialog:	M, WOOA...!
Action:	(H/V)
Timing:	SEP 18 2015

EPISODE # 1034-234

Production :

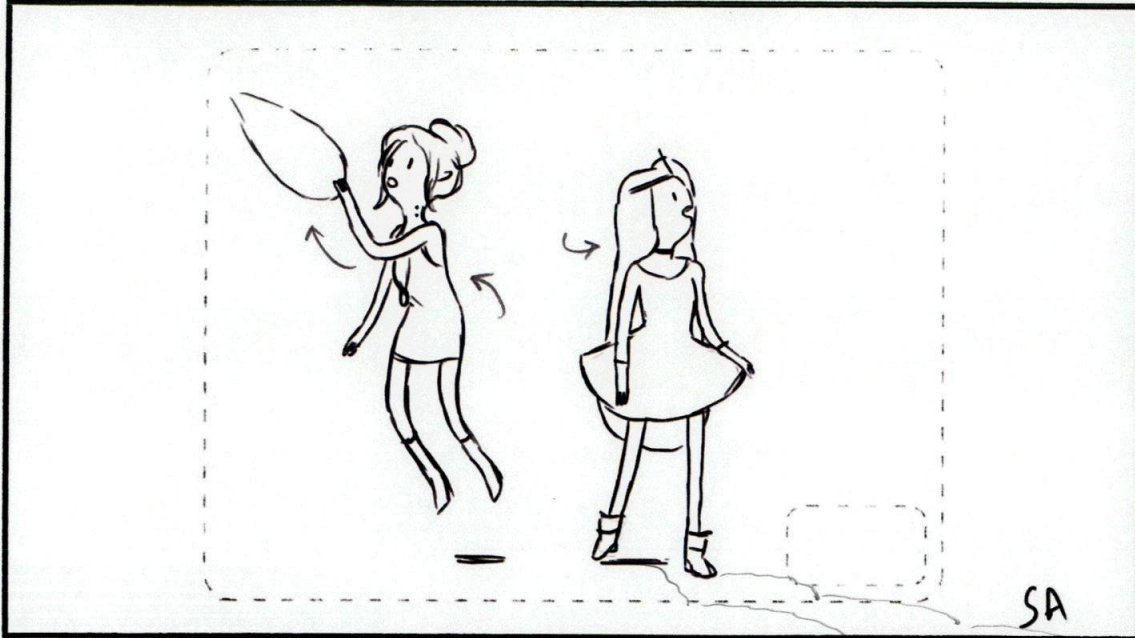
1034/234

ADVENTURE TIME

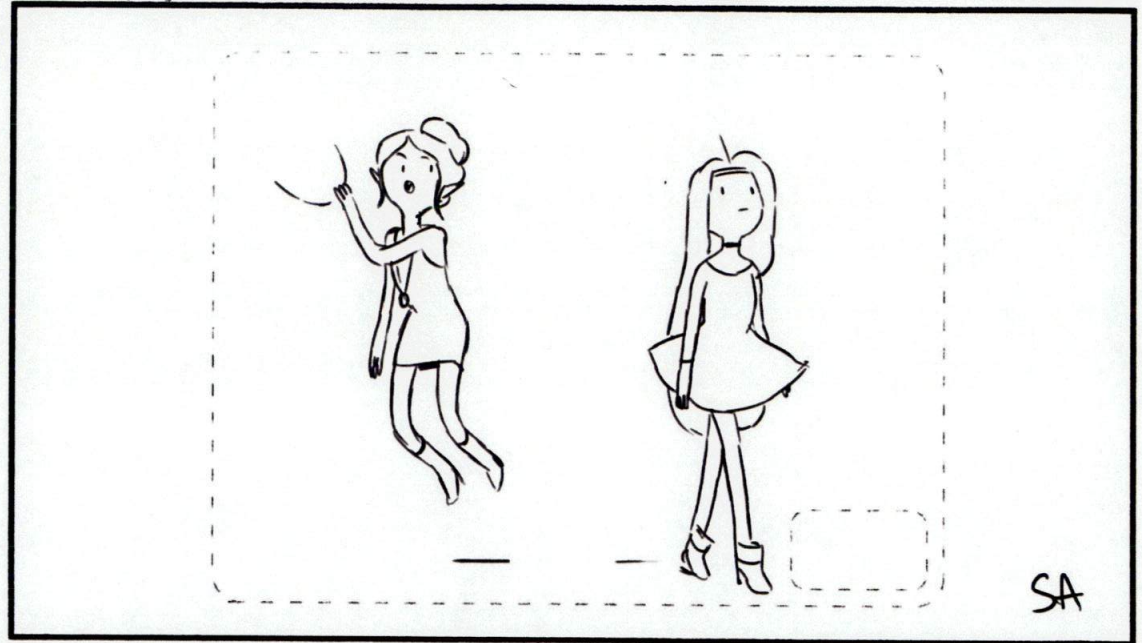


Page 123

Sc. 99 CONT Pnl. B Bg. day night



Sc. 99 CONT Pnl. C Bg. day night



<p>Dialog: <u>PB</u>, THIS IS <u>NOT</u> WHAT I WAS EXPECTING. <u>M</u>, DID YOU PRESS THE WRONG BUTTON?</p>	
<p>Action: - M. EXAMINES LEAF.</p>	
<p>Timing:</p>	

SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

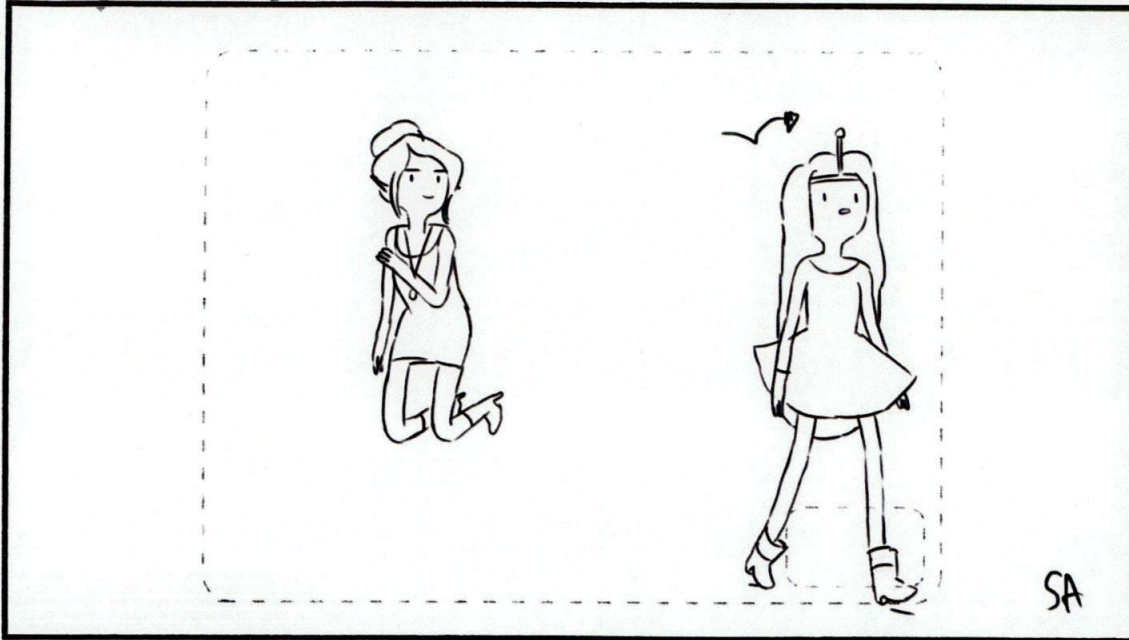
1034/234

ADVENTURE TIME

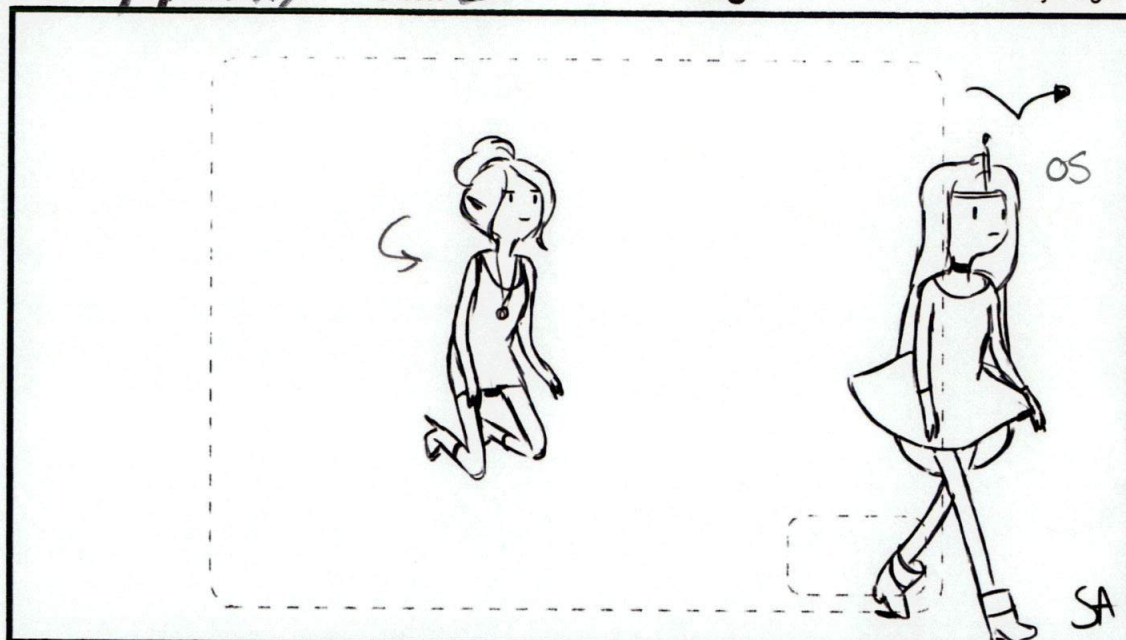


Page **124**
day night

Sc. **99 CONT** Pnl. **D** Bg. day night



Sc. **99 CONT** Pnl. **E** Bg. day night



Dialog:
PB, I NEVER PRESS THE WRONG BUTTON

Action:
-PB WALKS FORWARD

Timing:

SEP 18 2015

1034/234

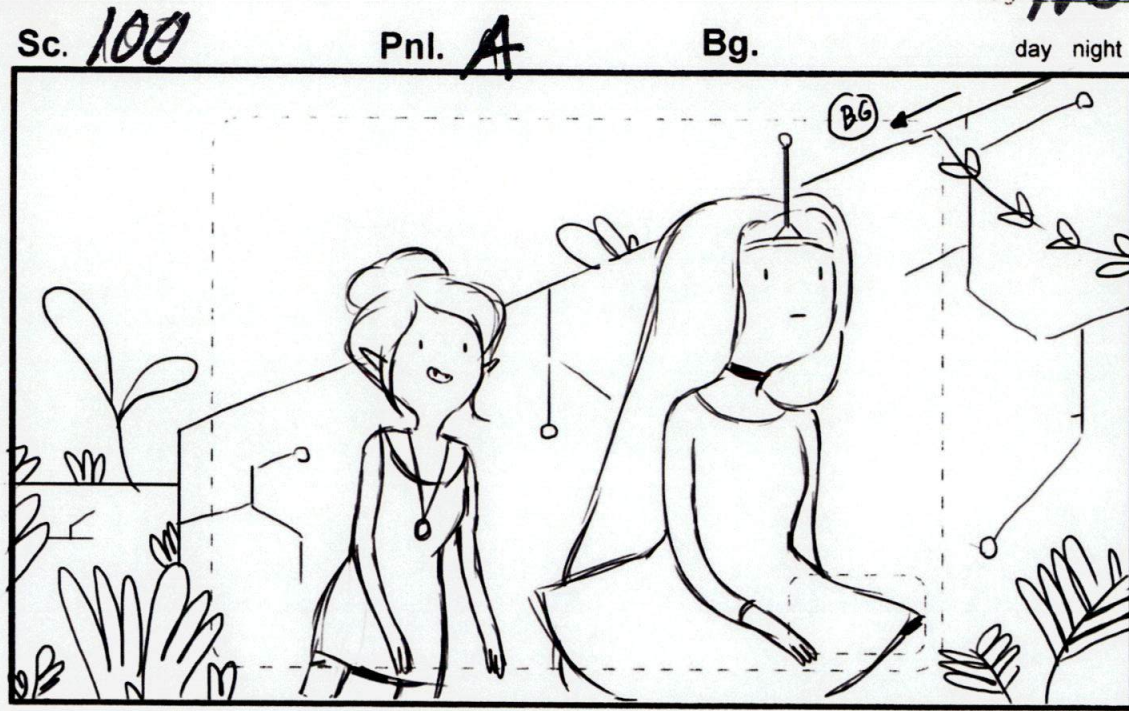
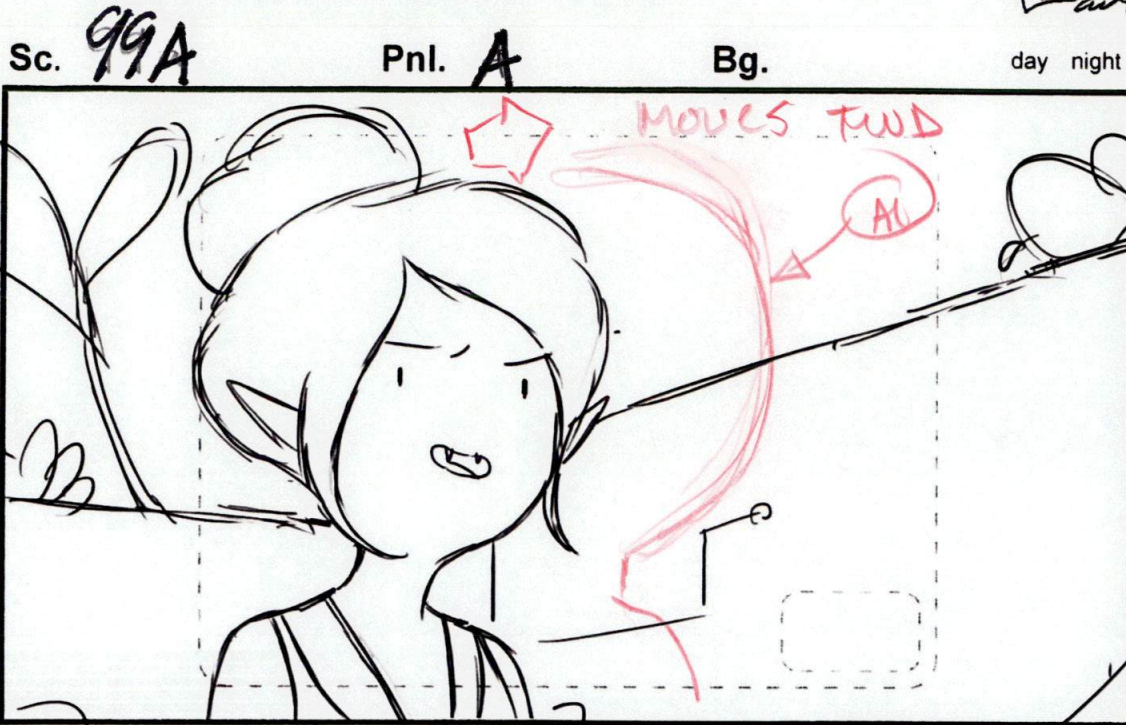
EPISODE # 1034-234
1034/234

Production :

ADVENTURE TIME



Page **125**



Dialog:

M, YEAH, YOU ALWAYS KNOW WHICH
BUTTON TO PRESS

M, I'M REFERING TO THE FACT THAT YOU KNOW
HOW TO ANNOY ME.

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME



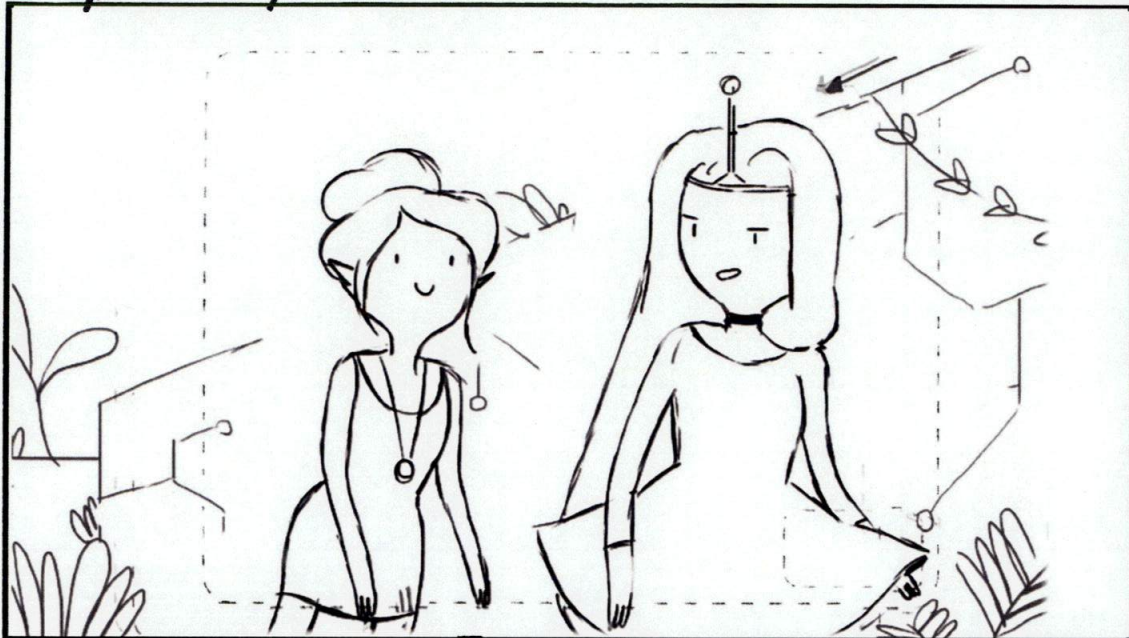
Page 126
day night

Sc. 100 cont

Pnl. B

Bg.

day night

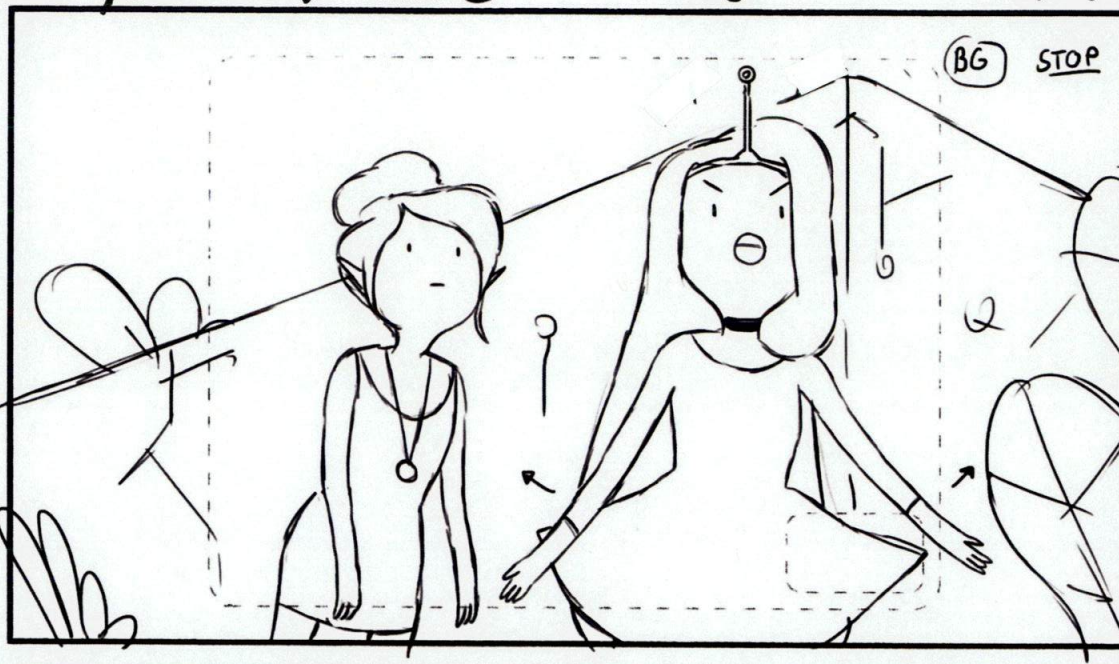


Sc. 100 cont

Pnl. C

Bg.

day night



Dialog:

PB, YEAH, I GOT THAT.

PB, But I DON'T GET IS THIS

SFX: * DRUMMING *

Action:

Timing:

SEP 1 2015

Production :

1034-234

EPISODE #

1034/234

1034/234

1034/234

ADVENTURE TIME

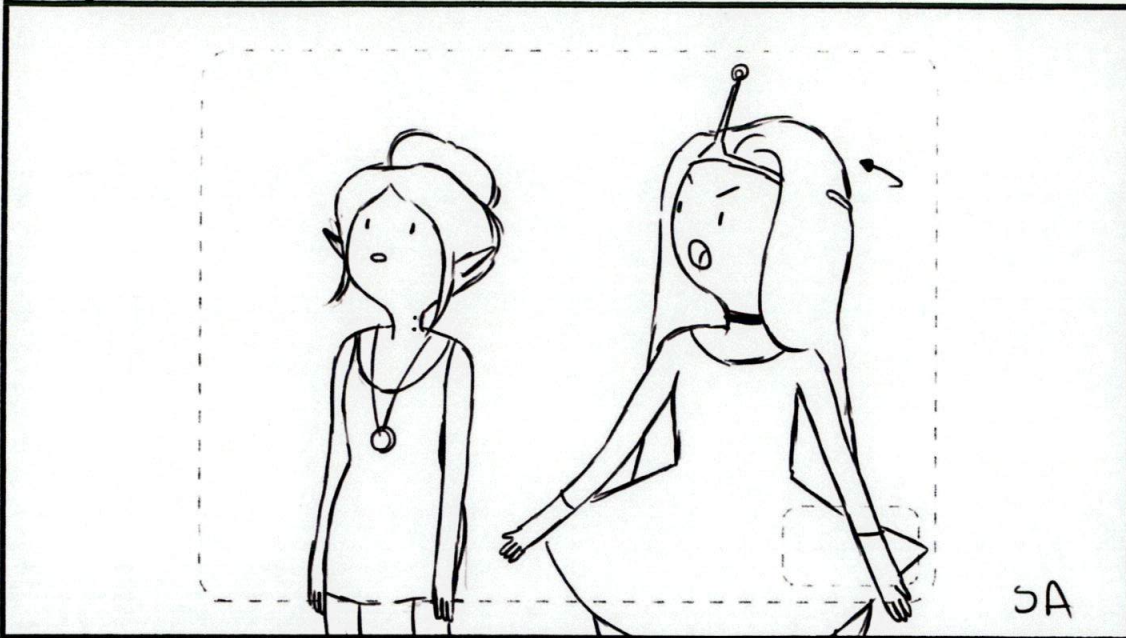


Page 127
day night

Sc. 100 CONT Pnl. D

Bg.

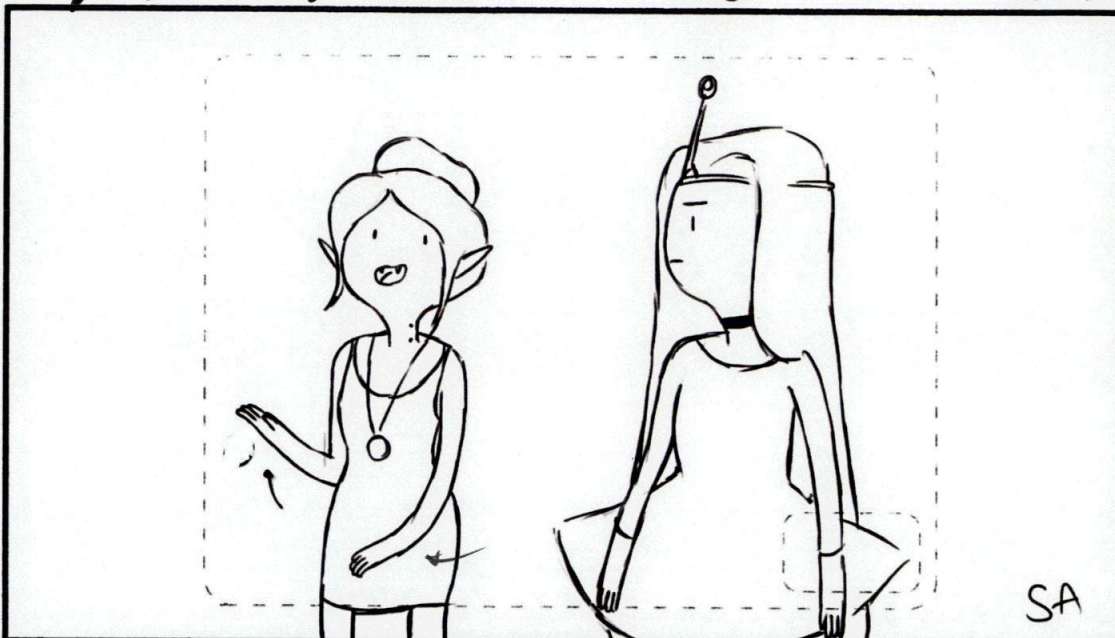
day night



Sc. 100 CONT Pnl. E

Bg.

day night



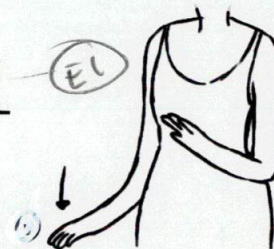
Dialog:

LB, stupid scenery...

M) AT LEAST IT'S GOT A PRETTY KILLER BEAT.

SFX: * DRUMMING CONT'D

Action:



- M. MIMES DRUMMING.

Timing:

SEP 18 2015

Production :

EPISODE # 1034-234

1034/234

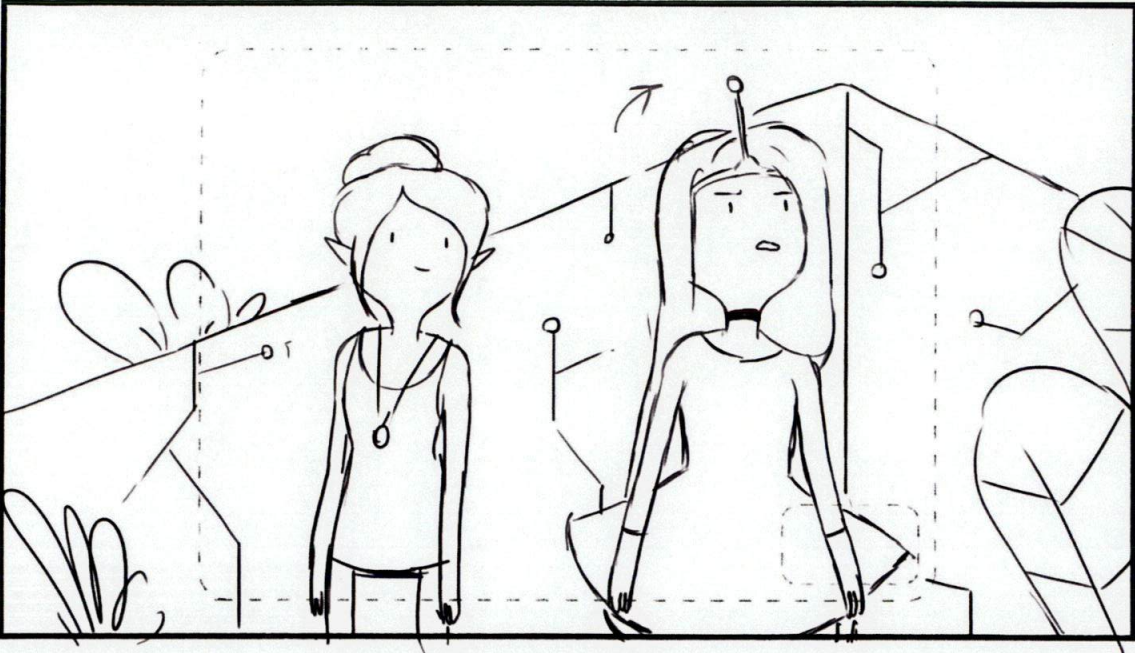
1034/234

1034/234
782/4801
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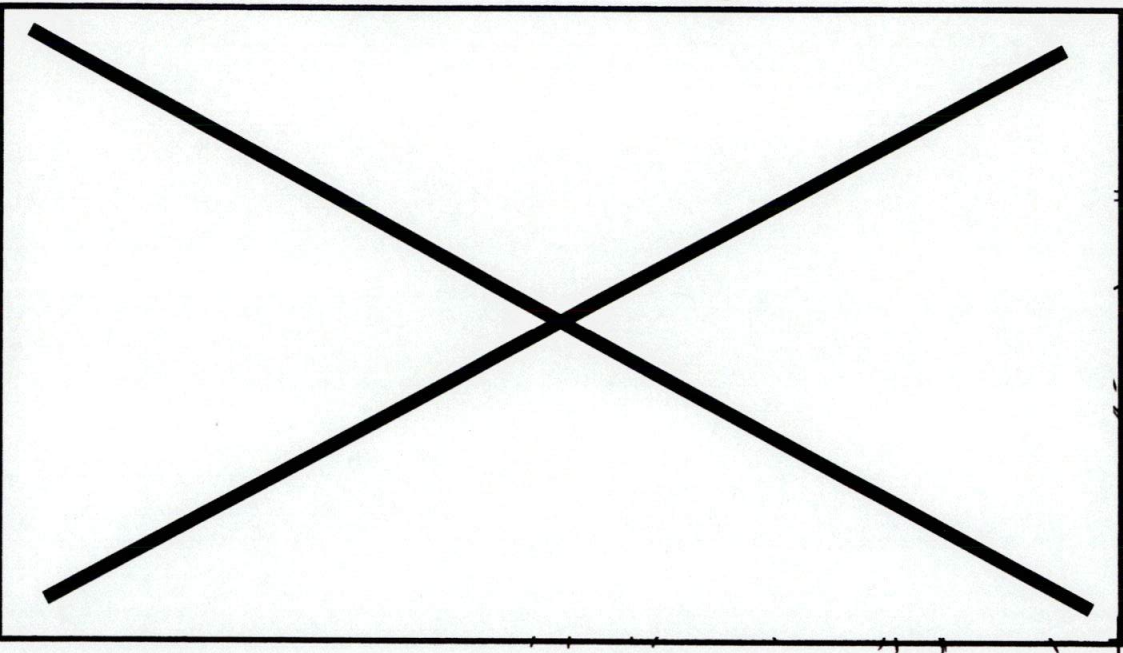
ADVENTURE TIME



Sc. 100 cont Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog: PB, WHERE'S that COMING FROM?

SFX: * DRUMMING CONT'D

Action:

Timing:

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Production :

1034/234

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ADVENTURE TIME



NO SC 102

Sc. 101

Pnl. A

Bg.

C

it

B

Pnl.

C

Bg.

Page

129

day night



Dialog:

SFX:

* DRUMMING *

Action:

CONTINUE PAST PB+M AFTER (C)

Timing:



-PB+M WALK AROUND BUSH AND FIND GUNTHER DRUMMING

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(STOP)

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1034/234

Production :

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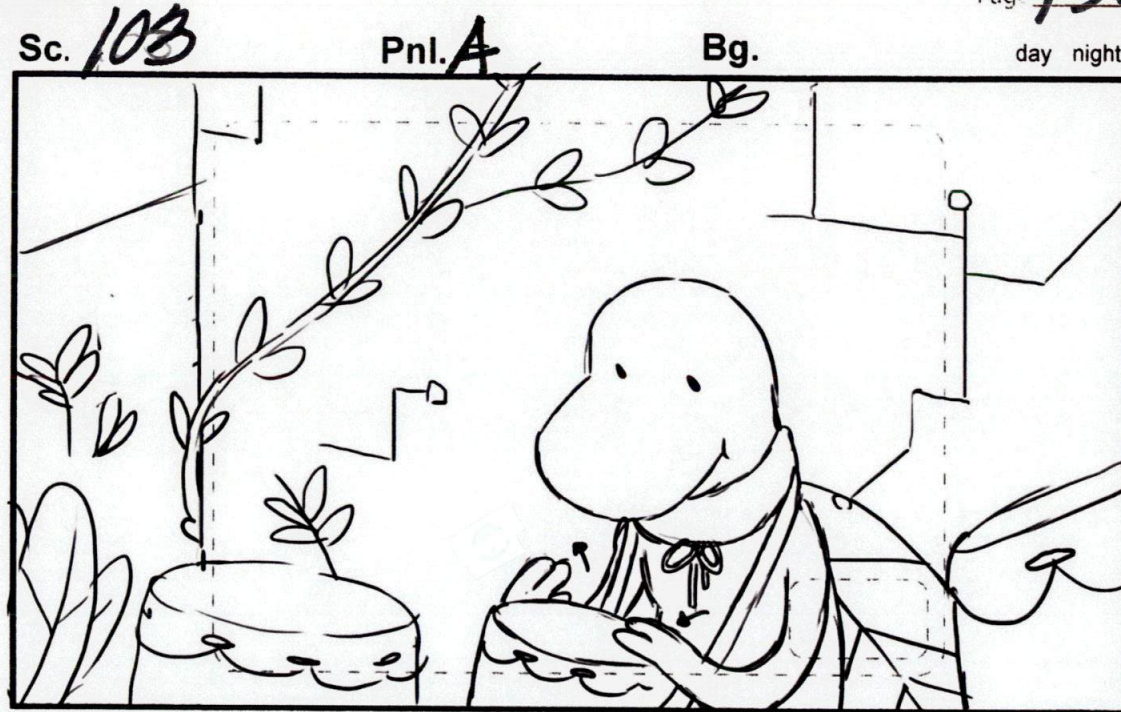
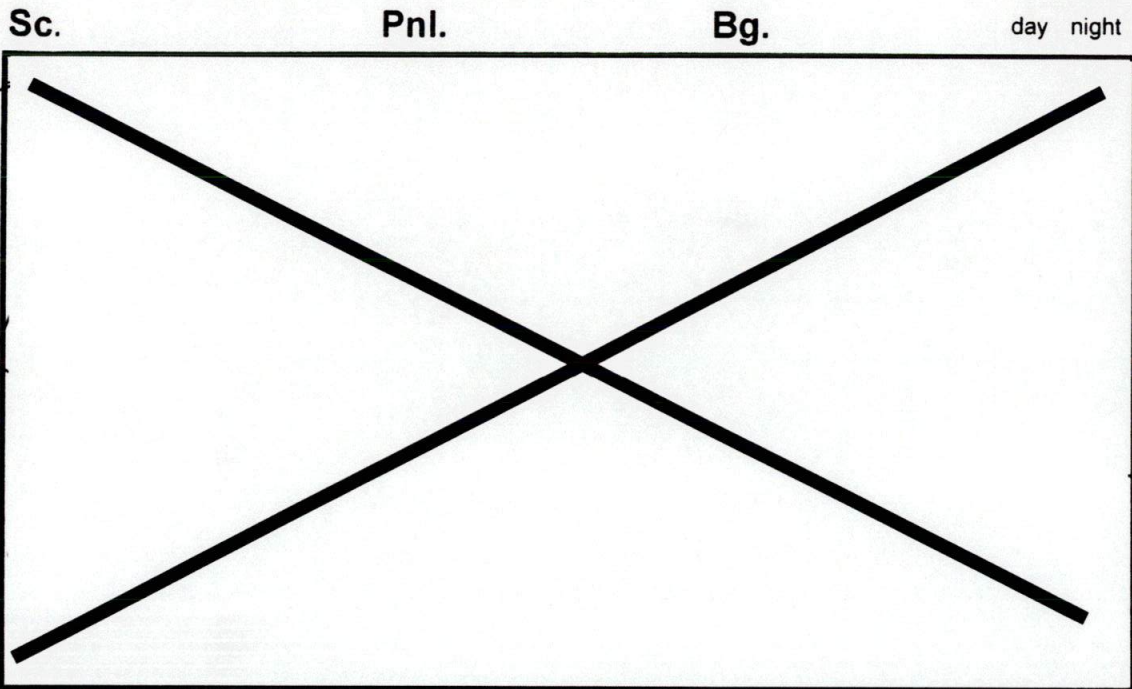
1034/234

Scene 102

ADVENTURE TIME



Page 130
day night



Dialog:

Action:

Timing:

SFX, (DRUMS)



SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

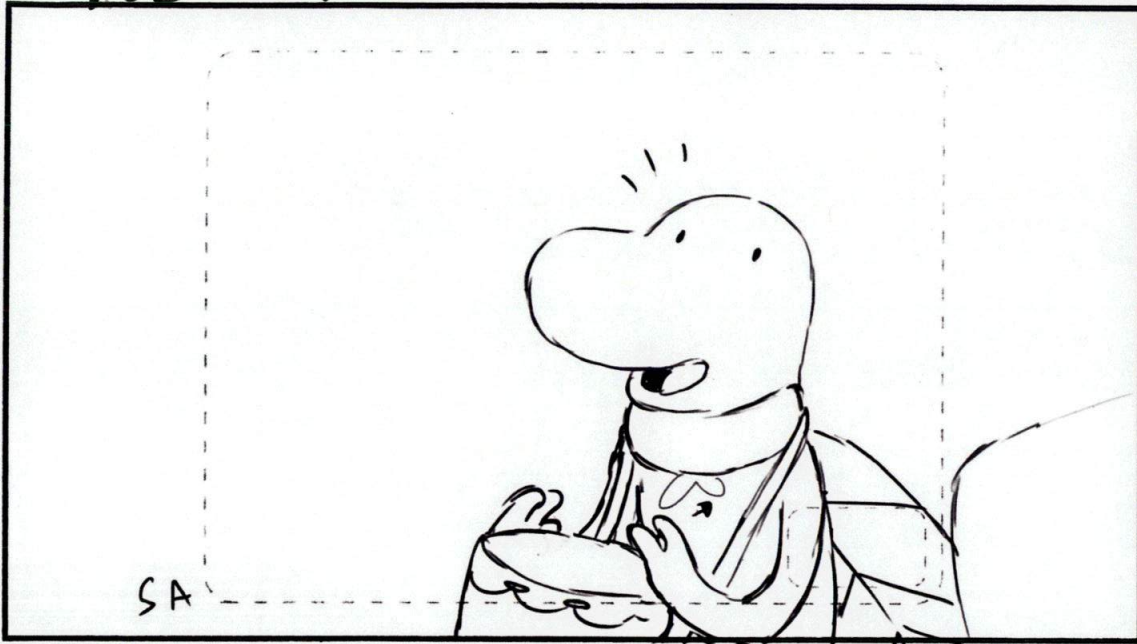


Page 131

Sc. 103 CONT Pnl. B

Bg.

day night



Sc. 103 CONT Pnl. C

Bg.

day night



Dialog:

G WOW! TWO NEWBIES AT THE SAME TIME! G HOW'D YOU MANAGE THAT?

Action:

- GUNTHER LOOKS UP, STOPS DRUMMING.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME

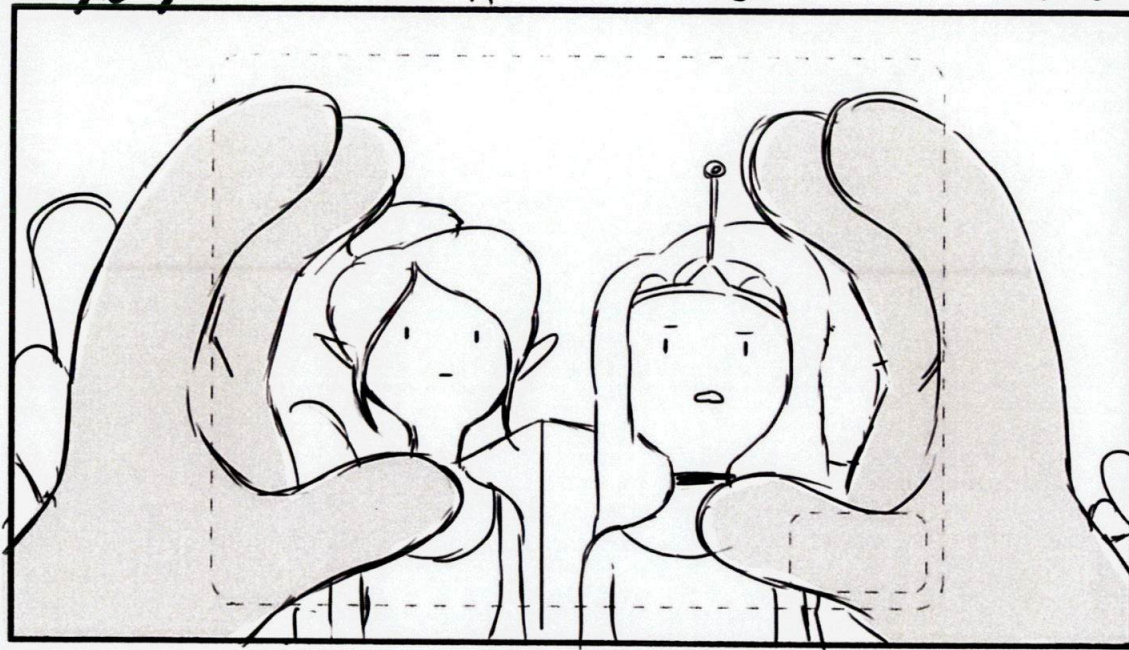


Page 132
day night

Sc. 103 CONT Pnl. D Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:
6 YEAH OK,

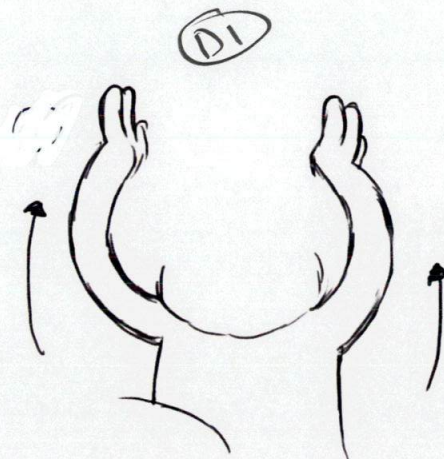
6 I GUESS IF YOU REALLY SQUEEZE

Action

- GUNTHER P.O.V.

Time

SEP 18 2015



EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

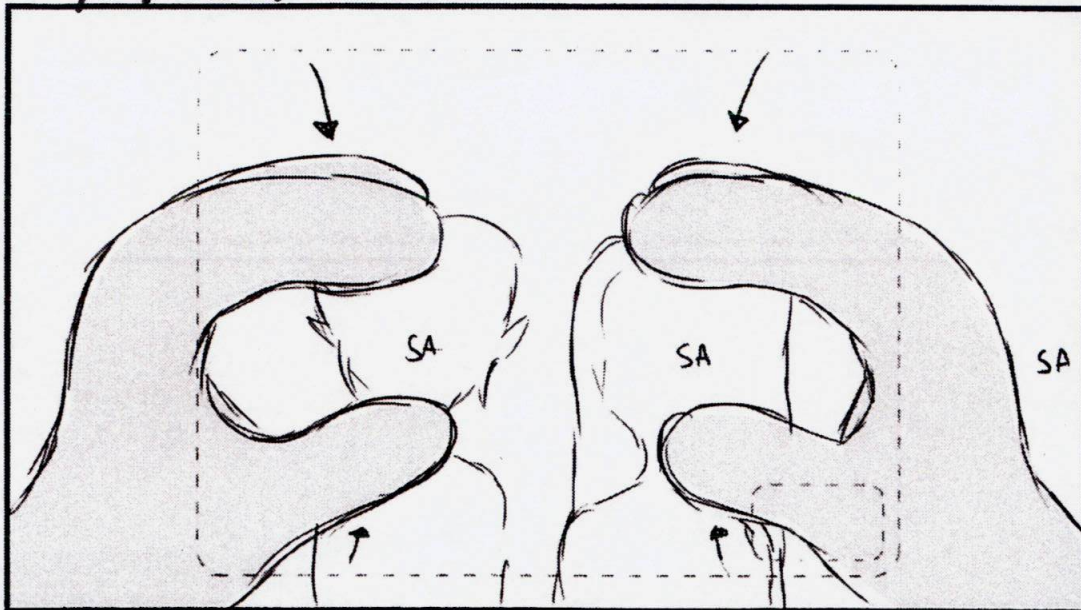


Page **133**

Sc. **104 CONT** Pnl. **B**

Bg.

day night

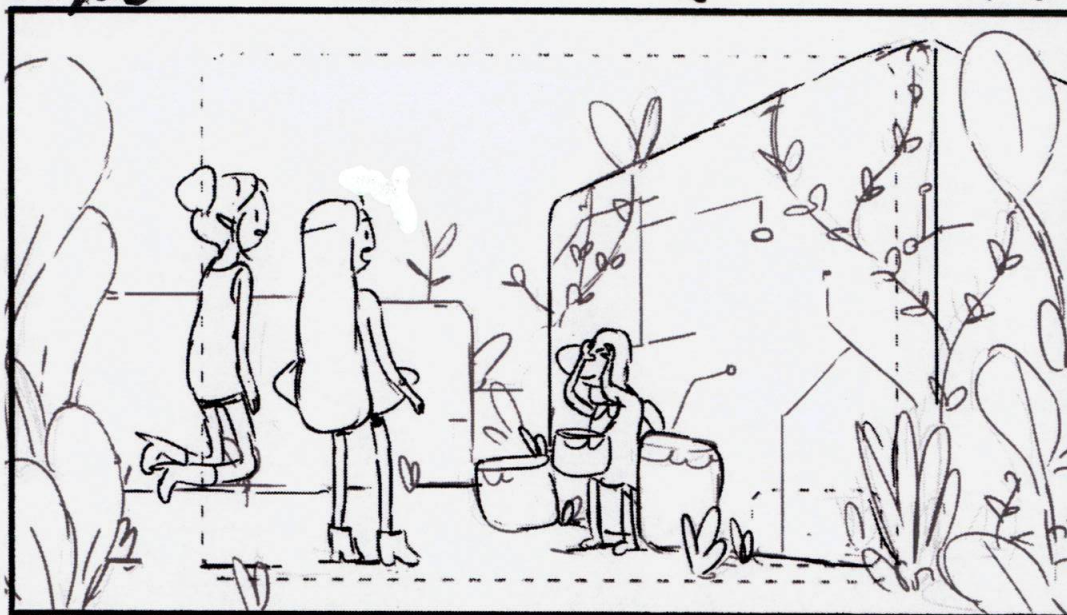


Sc. **105**

Pnl. **A**

Bg.

day night



Dialog:

G TOGETHER IT COULD FIT YOU BOTH.

PB,

WHO ARE YOU!?

Action:

- GUNTHER "HOLDS" PB + M'S HEADS.

Timing:

SEP 18 2015

Production :

EPISODE # **1034-234**

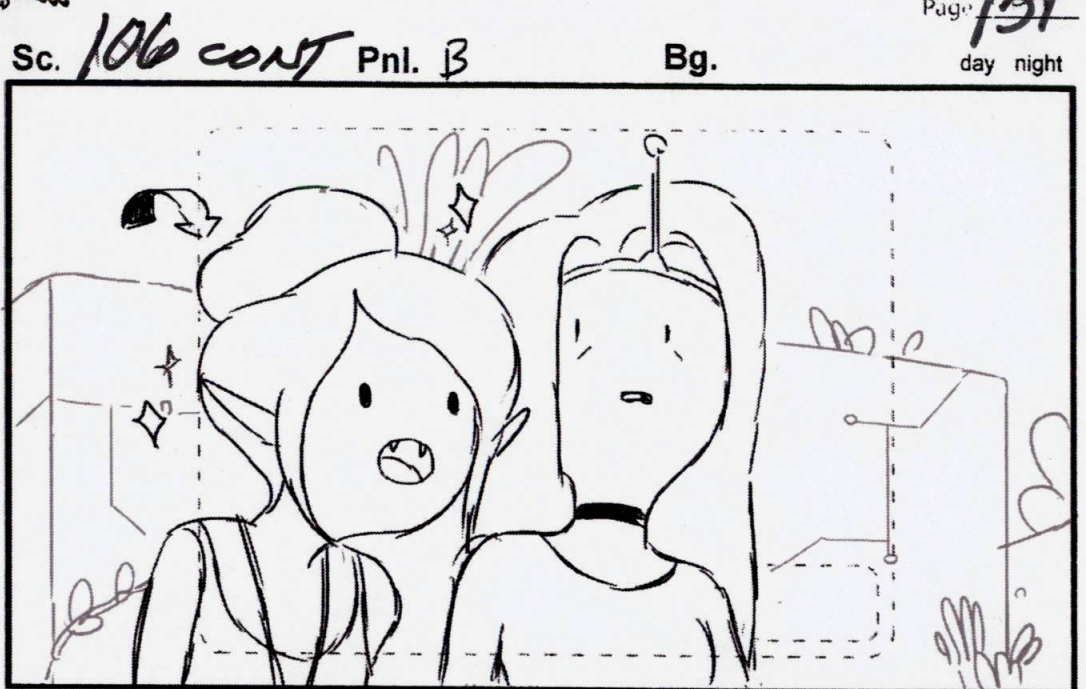
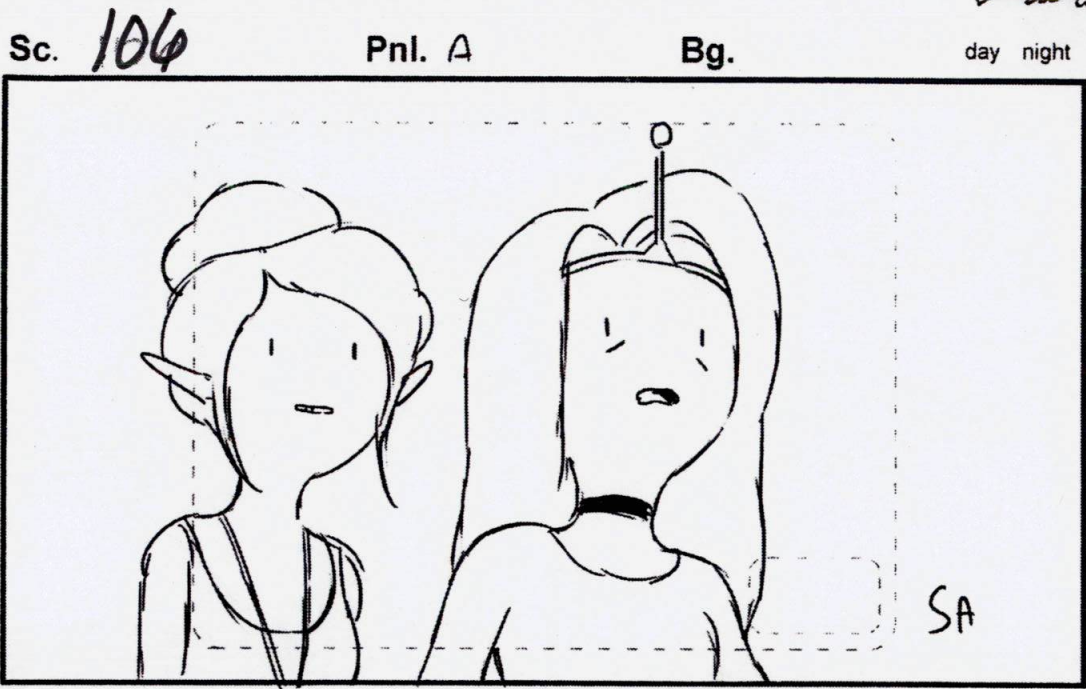
1034/234

1034/234

ADVENTURE TIME



Page 134
day night



Dialog:

(SP)

(WHISPER)
M) ARE YOU A DINOSAUR ?

Action:

-TWINKLES AROUND MARCELINE.

SEP 18 2015

Timing:

EPISODE # 1034-234
Production :

1034/234

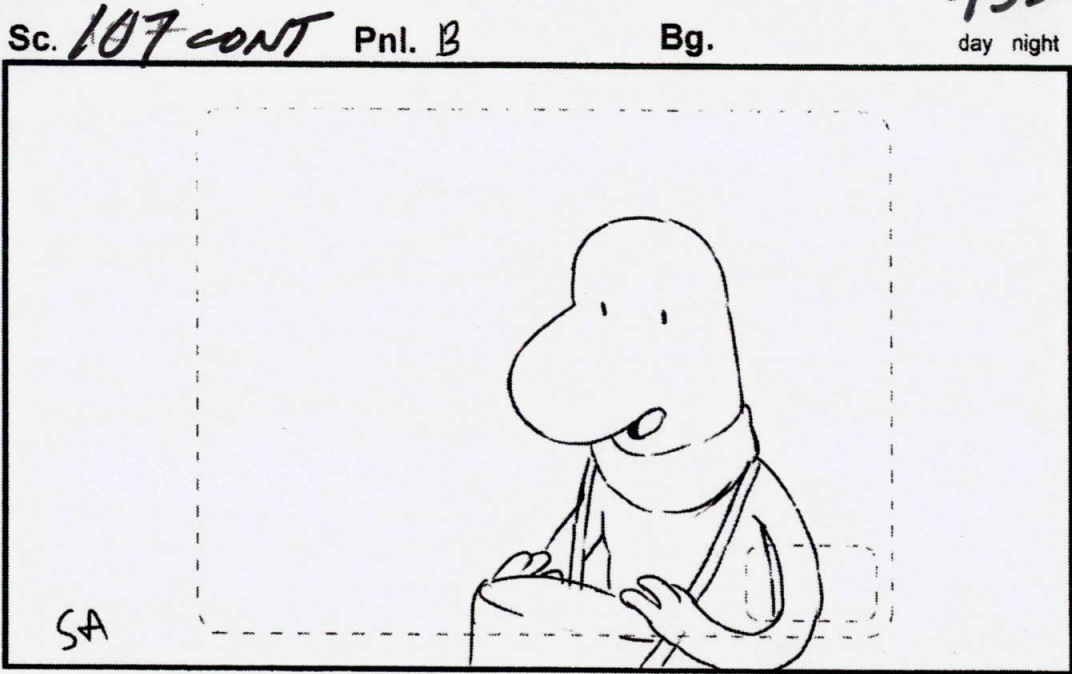
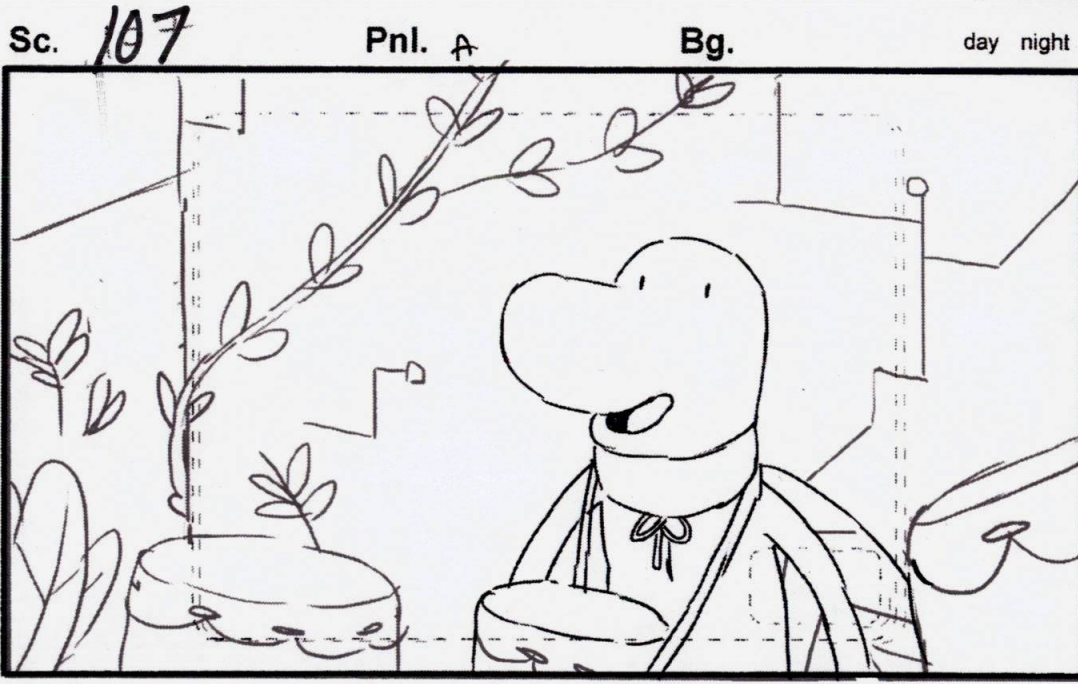
1034/234

1034/234

ADVENTURE TIME



Page 135
day night



Dialog:

G, I'm A GUNTHER ...

G, THAT'S A SORT OF DINOSAUR

DEFX' & SOFTLY DRUMMING *

Action:

Timing:



SEP 18 2015

EPISODE # 1034-234

Production :

1034/234

ADVENTURE TIME



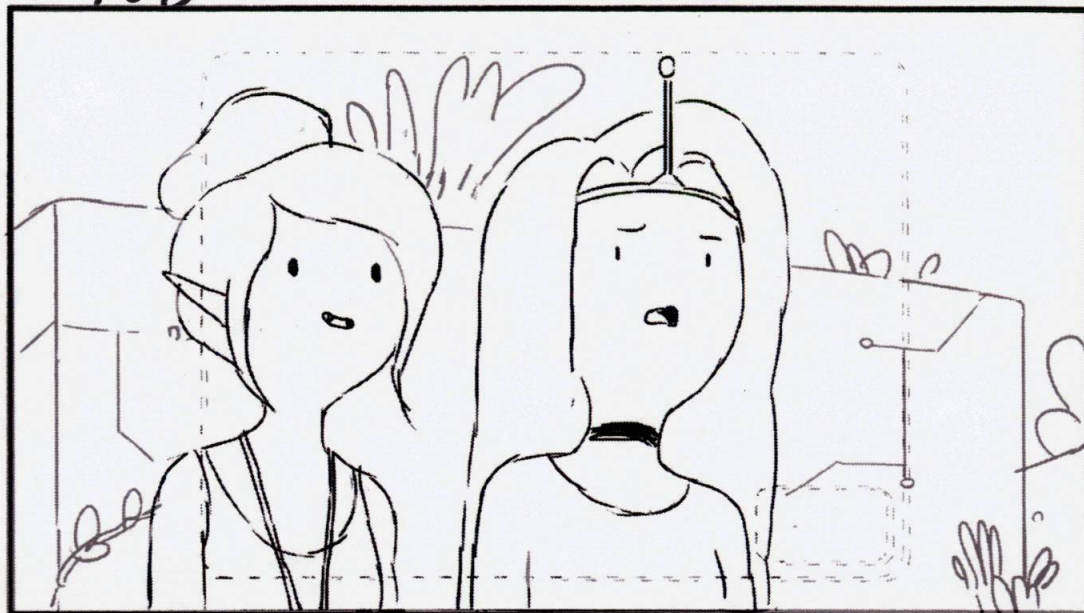
Page 136

Sc. 108

Pnl. A

Bg.

day night



Sc. 109

Pnl. A

Bg.

day night



Dialog:

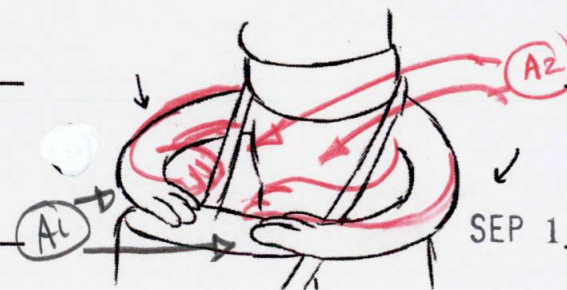
PB, WHAT'S A DINOSAUR DOING
HERE?

G, I'm PRACTICING my DRUMS!

SFX: * DRUMMING *

Action:

Timing:



SEP 18 2015

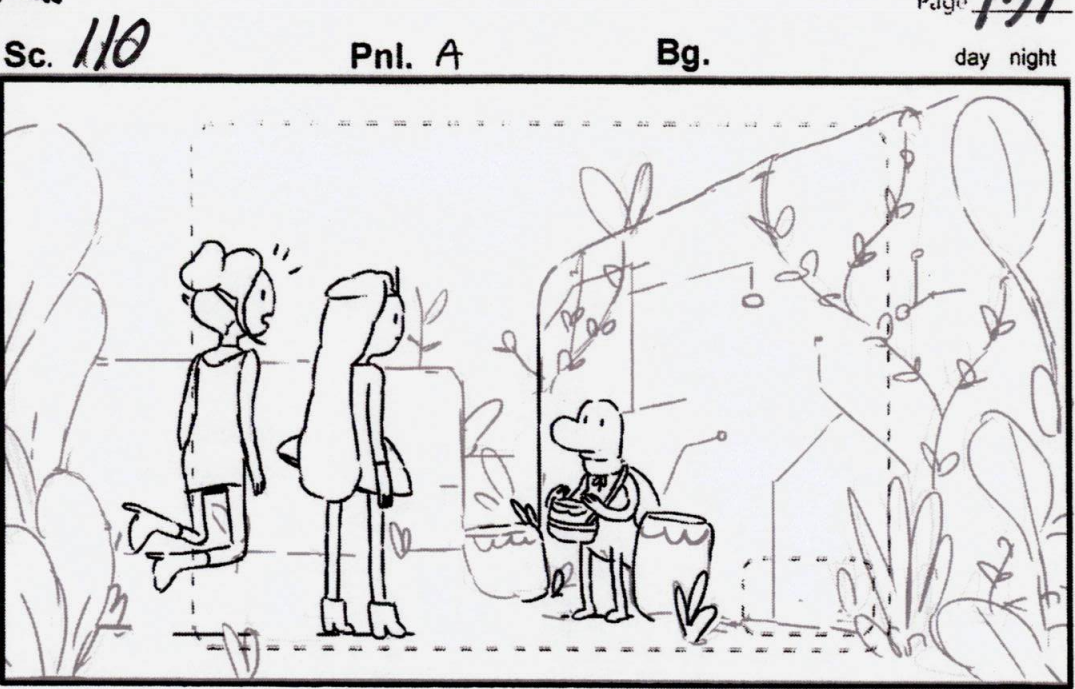
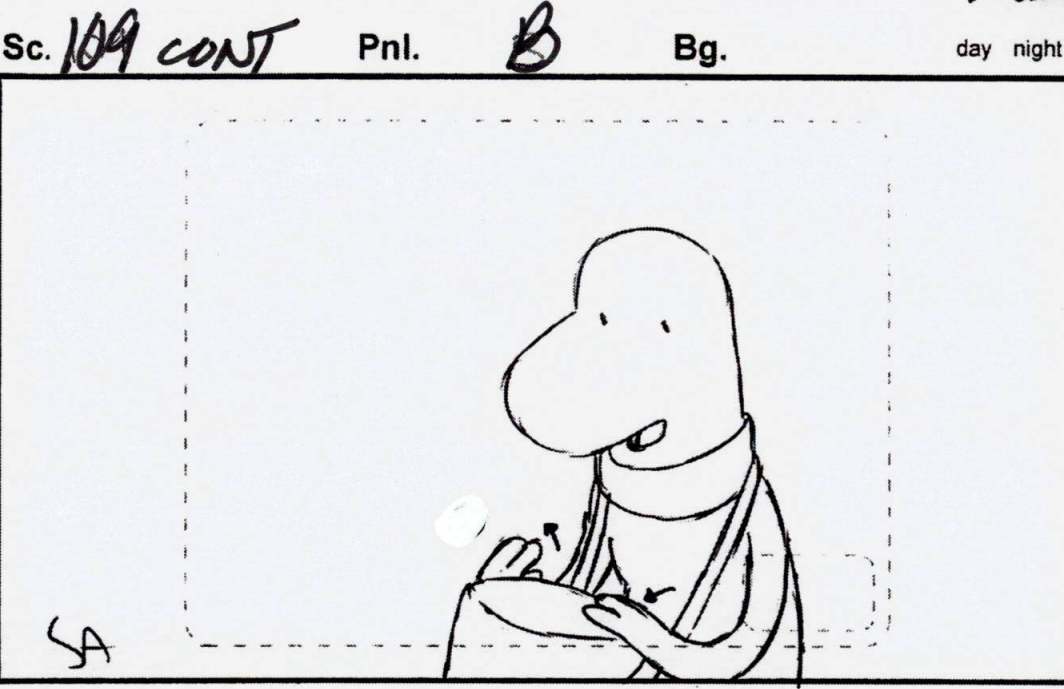
Production :

EPISODE # 1034-234

1034/234

1034/234

ADVENTURE TIME



Dialog:

G) THE OTHERS SAY THE ACOUSTICS OUT
HERE ARE BETTER THAN IN TOWN.

SFX: * DRUMMING *

m) OTHERS ?

Action:

Timing:

B

A

SEP 18 2015

EPISODE # 1034-234

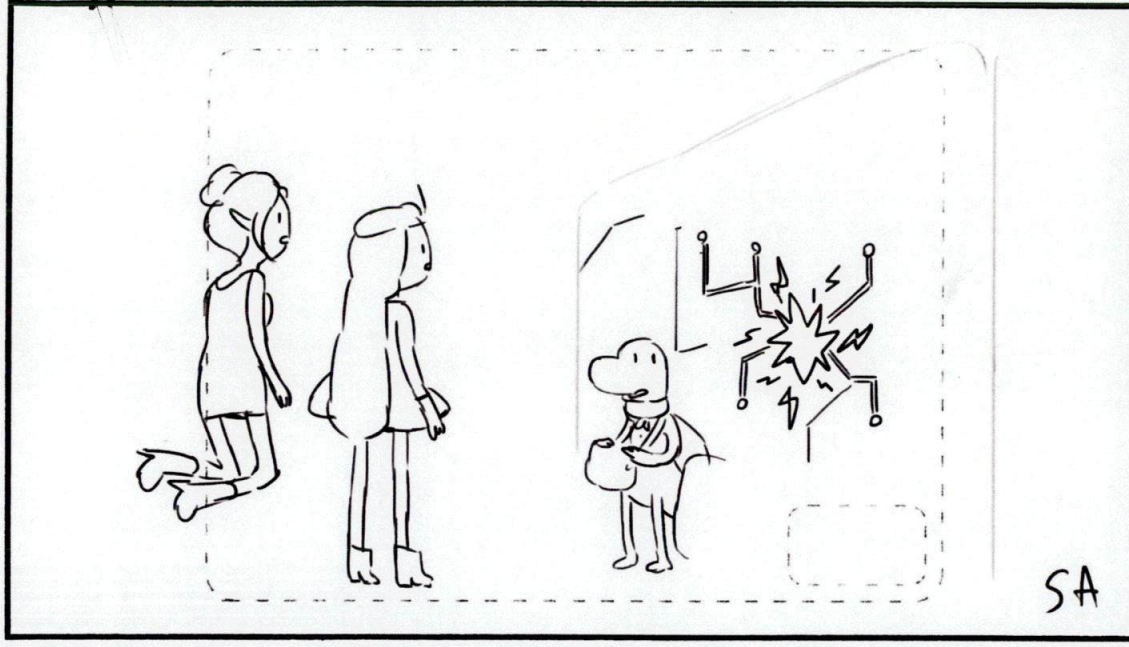
Production :

ADVENTURE TIME

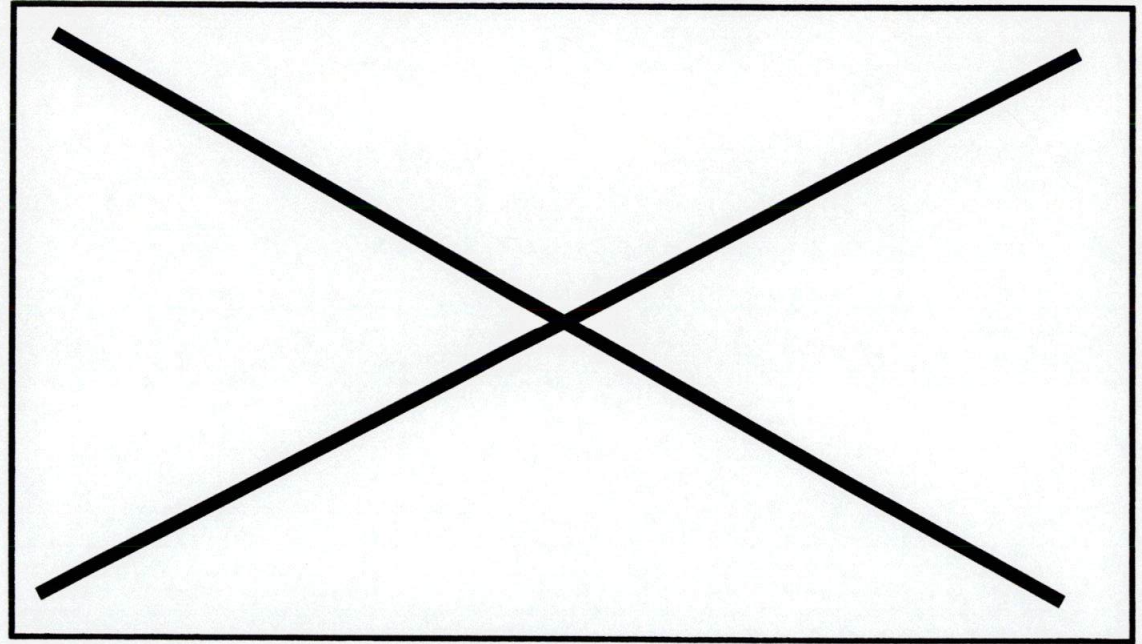


Page **138**

Sc. **110 cont** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX) ELECTRIC SPARK.

Action:

(SPARK ON WALL)

Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

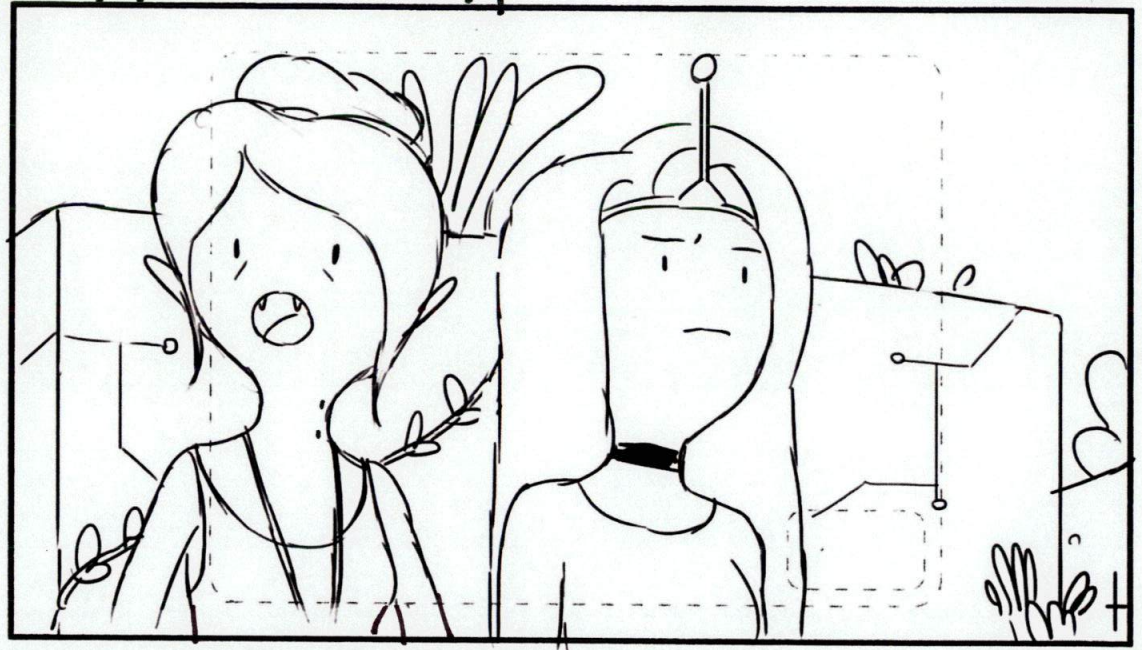


Page **139**
day night

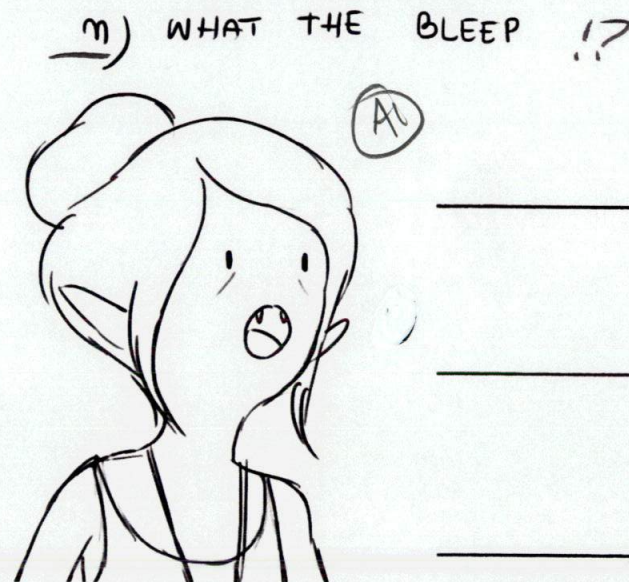
Sc. **NO CONT** Pnl. **C** Bg. day night



Sc. **III** Pnl. **A** Bg. day night



Dialog:	
Action:	(BG HAS REARRANGED) FOLLOWING GLITCH (WALL CHANGES SHAPE)
Timing:	



SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

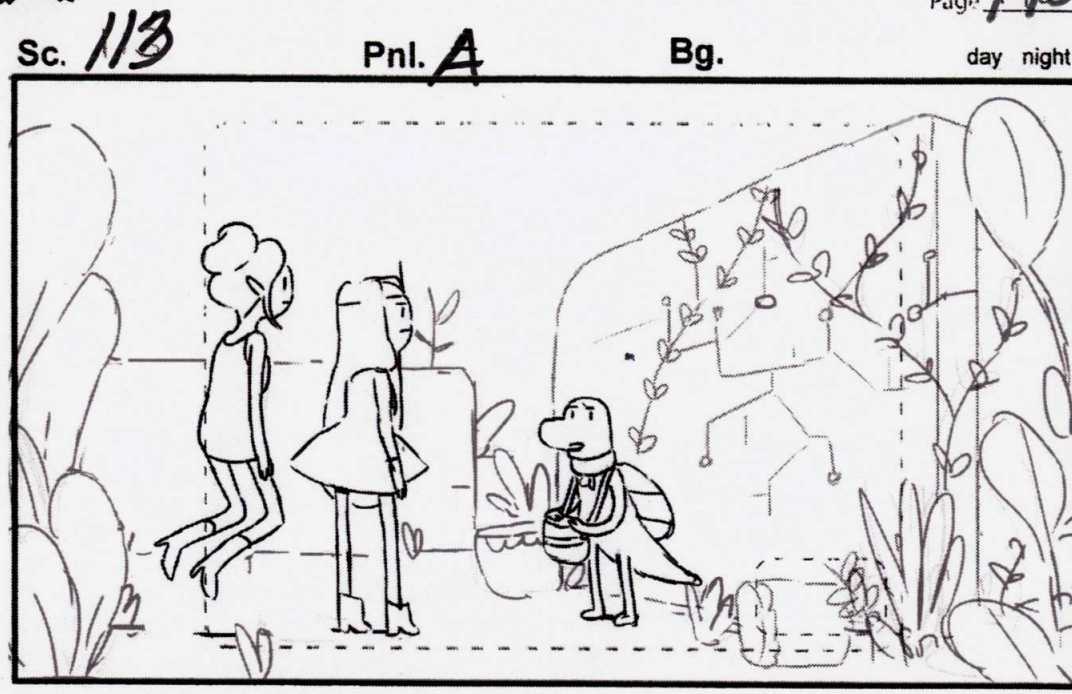
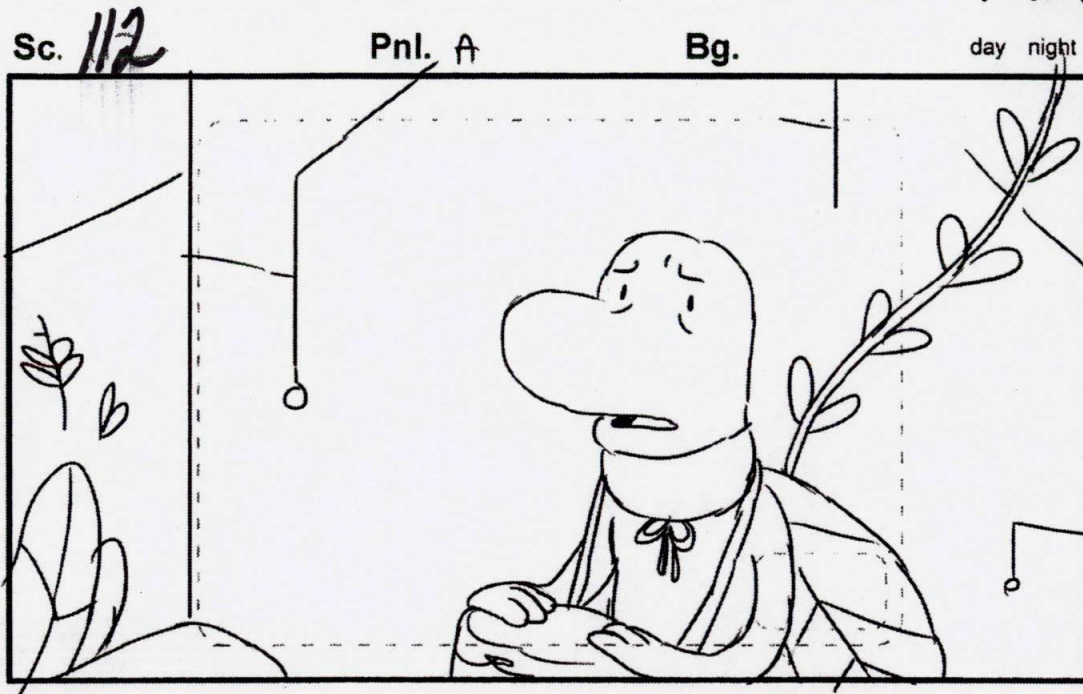
1034/234

1034/234

ADVENTURE TIME



Page 140



Dialog:

G, OH YEAH THAT'S BEEN HAPPENING
LATELY ...

G YOU'RE LUCKY YOU DIDN'T GET
RE-ARRANGED --

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production :

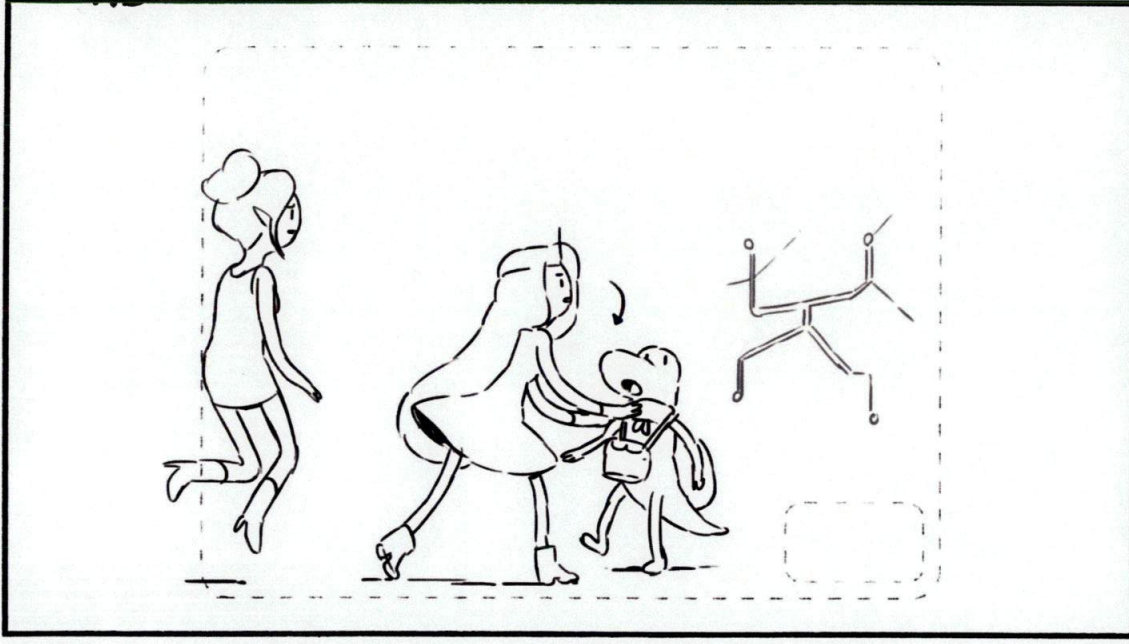
1034/234

1034/234

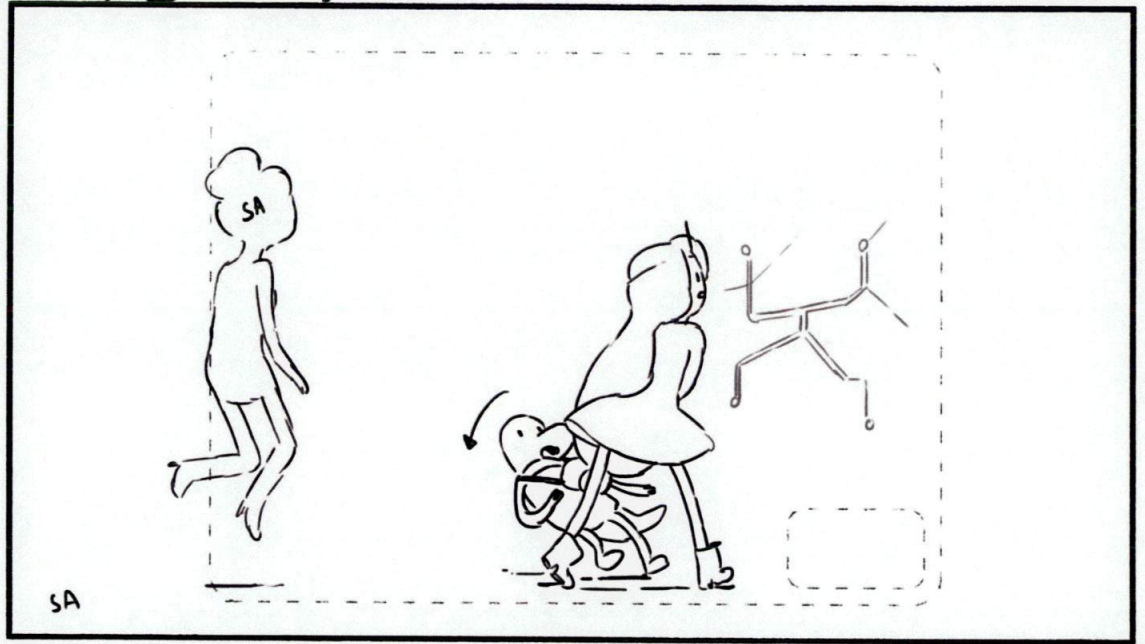
ADVENTURE TIME



Sc. 113 CONT Pnl. B Bg. day night



Sc. 113 CONT Pnl. C Bg. day night



Dialog:	<u>G) --- oof</u> (PB PUSHES HIM) ASIDE
Action:	
Timing:	

SEP 18 2015

1034-234

EPISODE #

1034/234

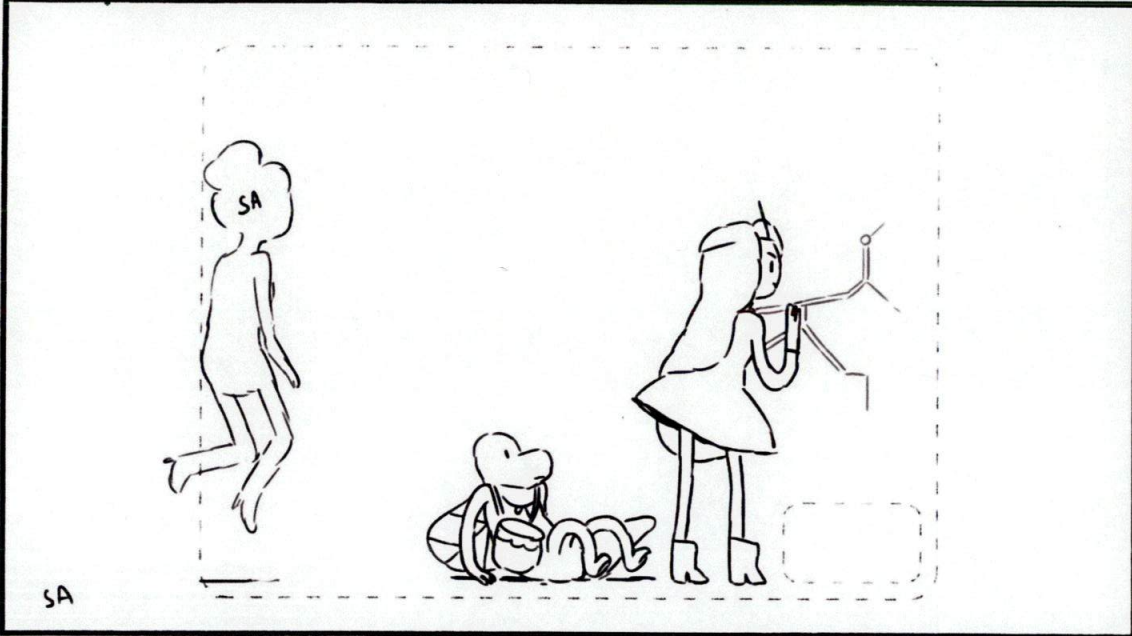
Production :

1034/234

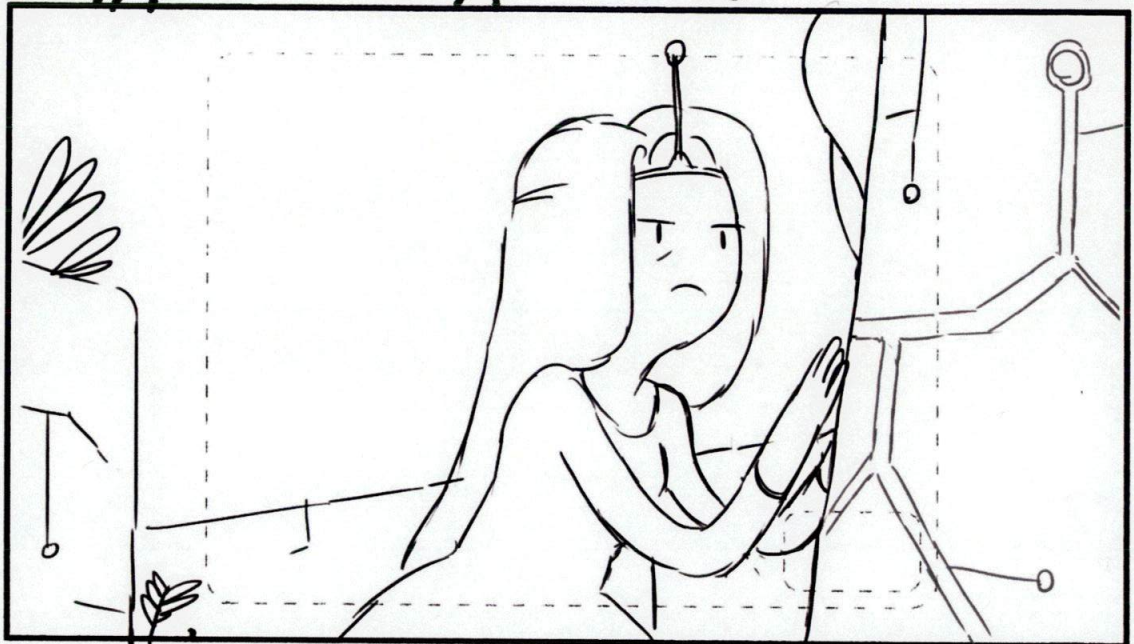
ADVENTURE TIME



Sc. 113 cont Pnl. D Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:
Action: -PB EXAMINES WALL.
Timing: SEP 18 2015

1034-234

EPISODE #

1034/234

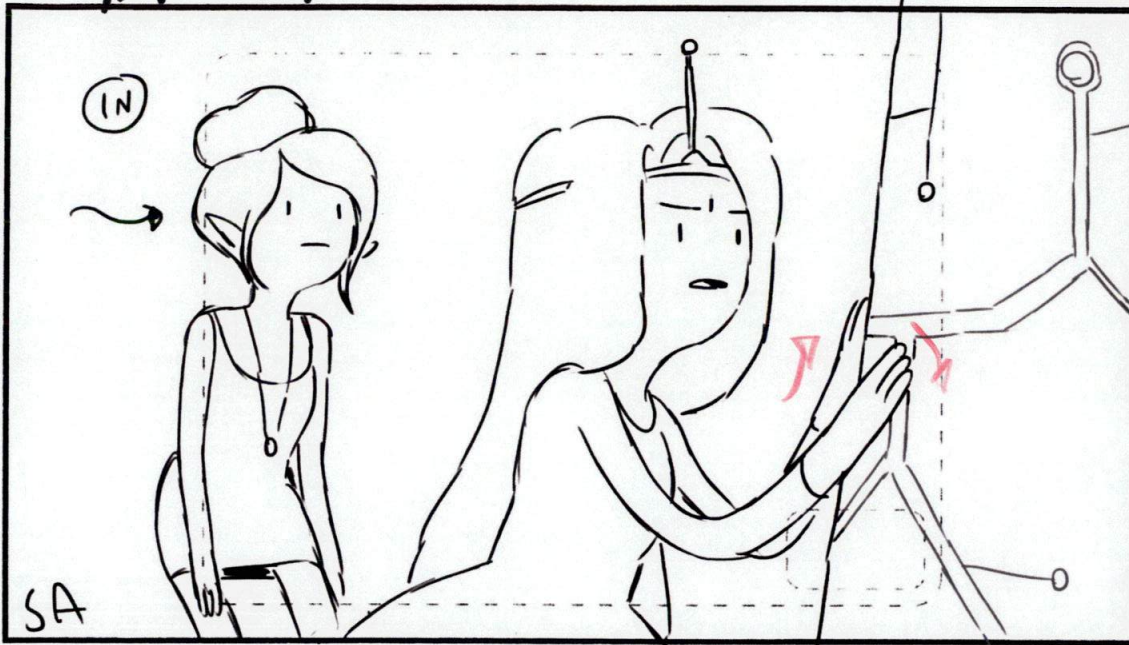
Production :

ADVENTURE TIME

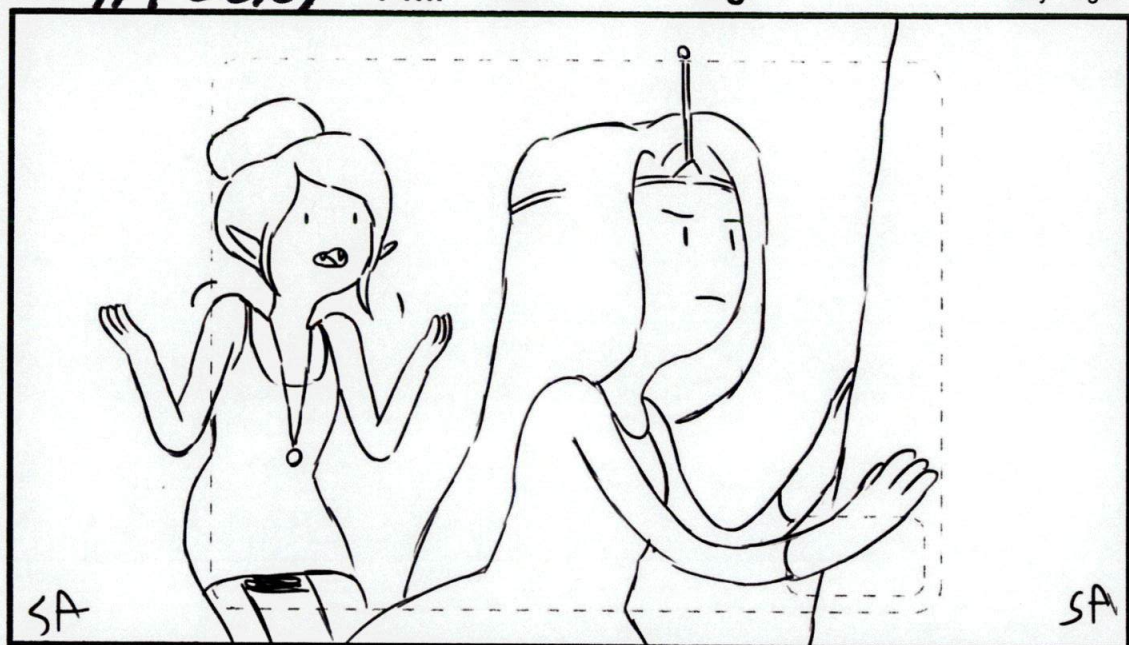


Page 143

Sc. 114 CONT Pnl. B Bg. day night



Sc. 114 CONT Pnl. C Bg. day night



<p>Dialog:</p> <p>PB) Does this circuit look infected to you?</p> <p>M) I dunno</p>
<p>Action:</p> <p>- M. FLOATS ON/S.</p> <p>- MARCELINE SHRUGS.</p> <p>SEP 18 2015</p>
<p>Timing:</p>

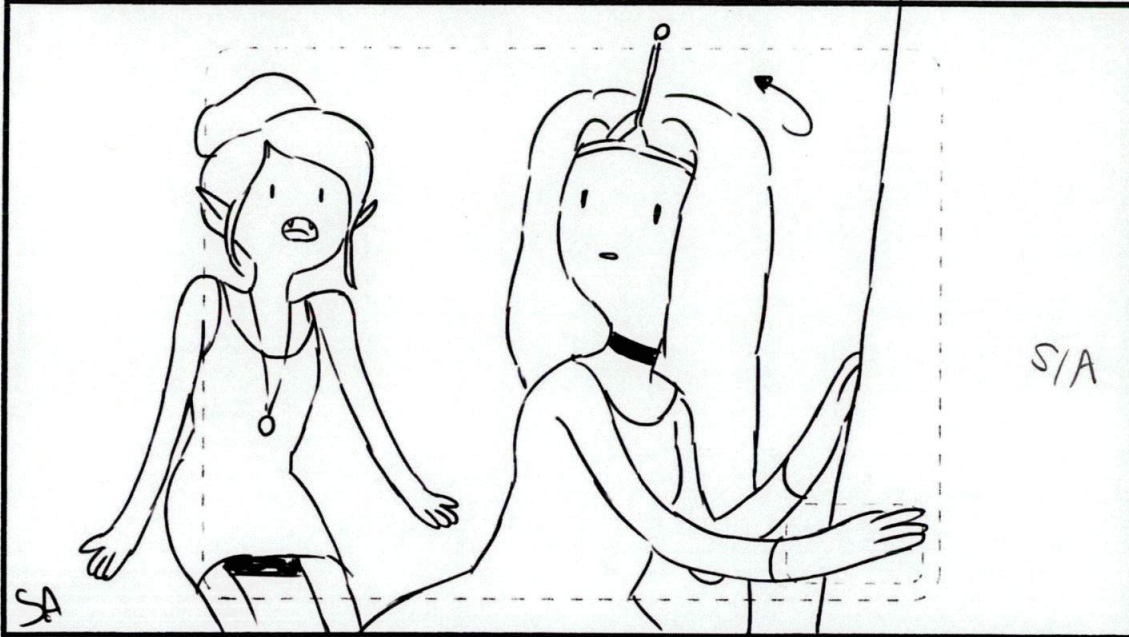
EPISODE # 1034-234

Production :

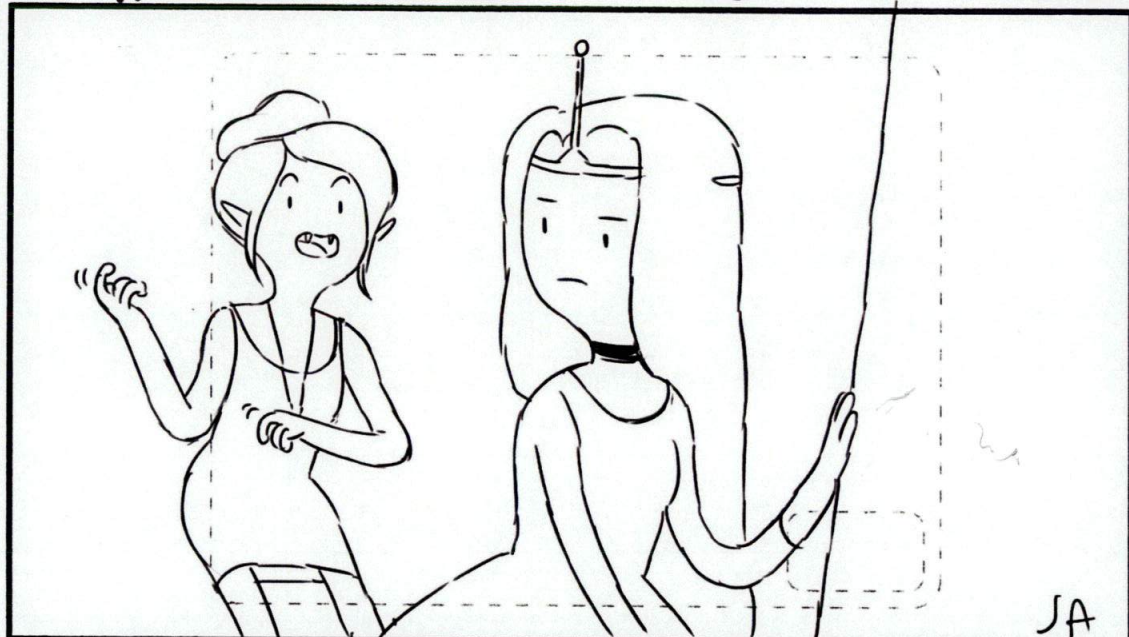
ADVENTURE TIME



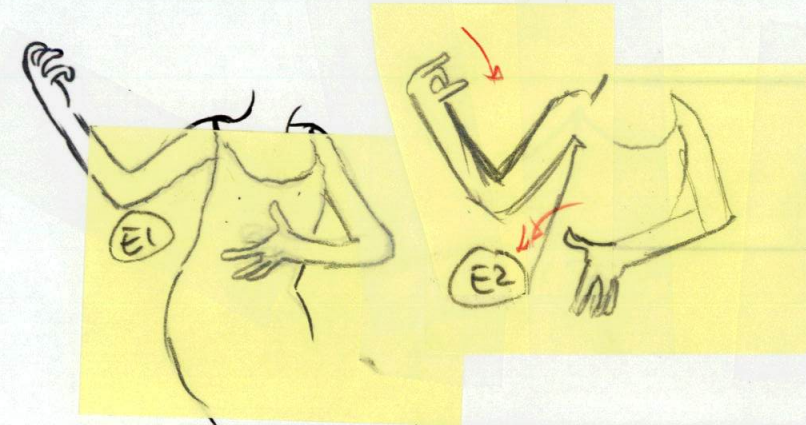
Sc. **114 CONT** Pnl. **D** Bg. day night



Sc. **114 CONT** Pnl. **E** Bg. day night



Dialog:	<u>M</u>) I ONLY DEAL IN INFECTIOUS <u>GROOVES</u>	<u>M</u>) [Base Guitar Noises]
Action:		
Timing:		



SEP 8 2015

Page **144**

EPISODE # **1034-234**

Production :

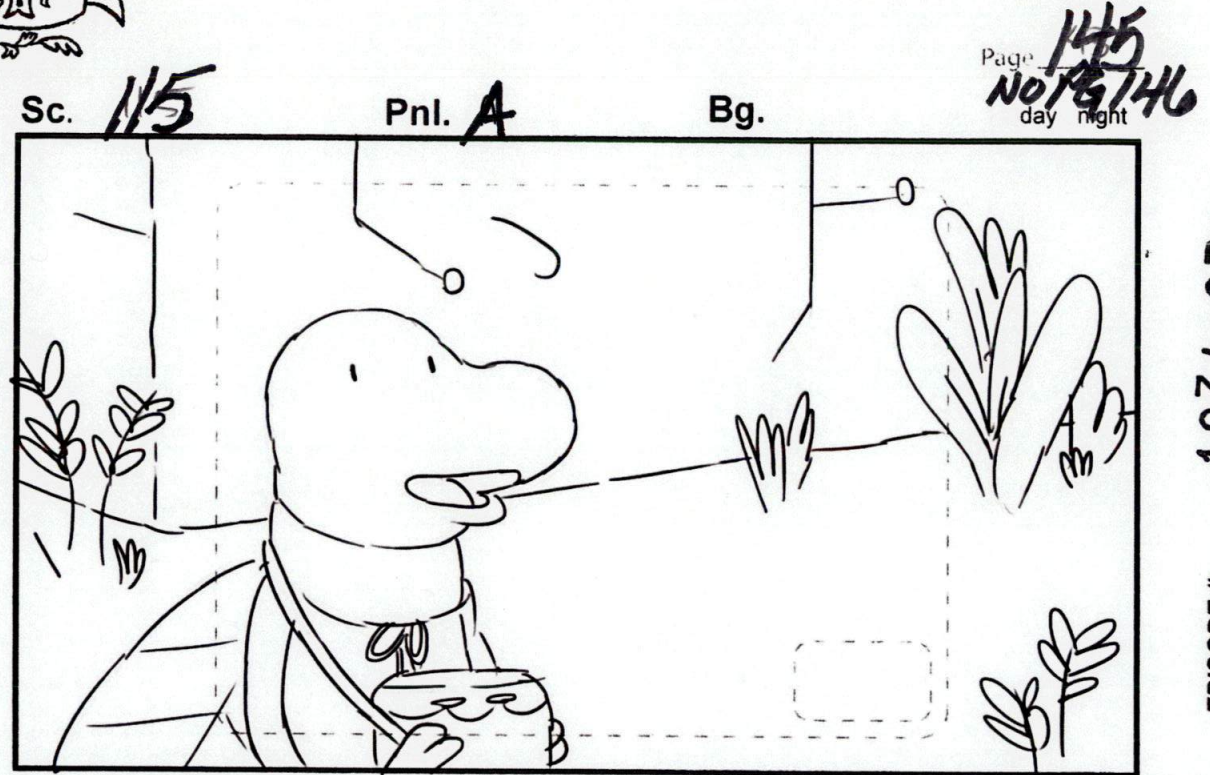
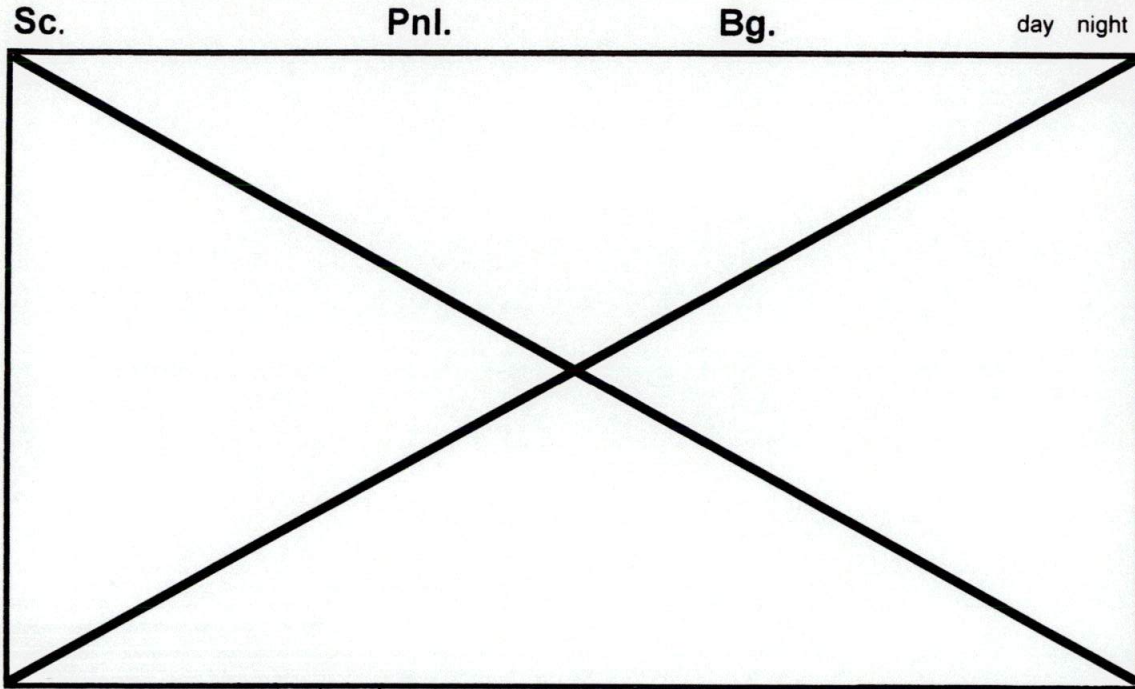
1034/234

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1034/234

1034/234

ADVENTURE TIME



Dialog:

G) SOUNDS LIKE YOU GUYS NEED
 ANOTHER BRAIN.

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME

NO SC'S
116-117

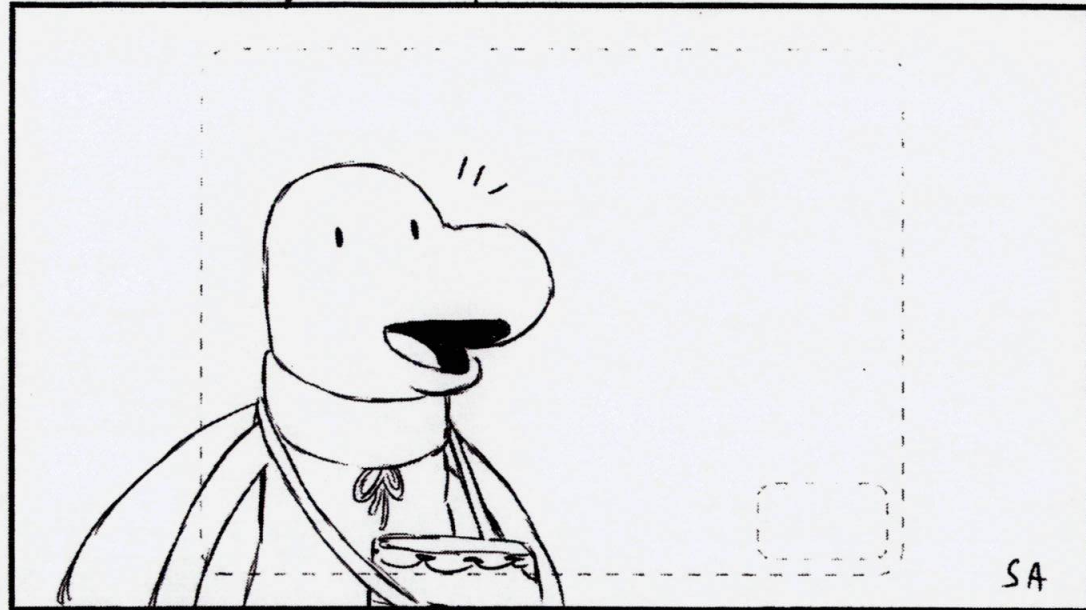


Page **147**

Sc. 115 **CONT** Pnl. B

Bg.

day night

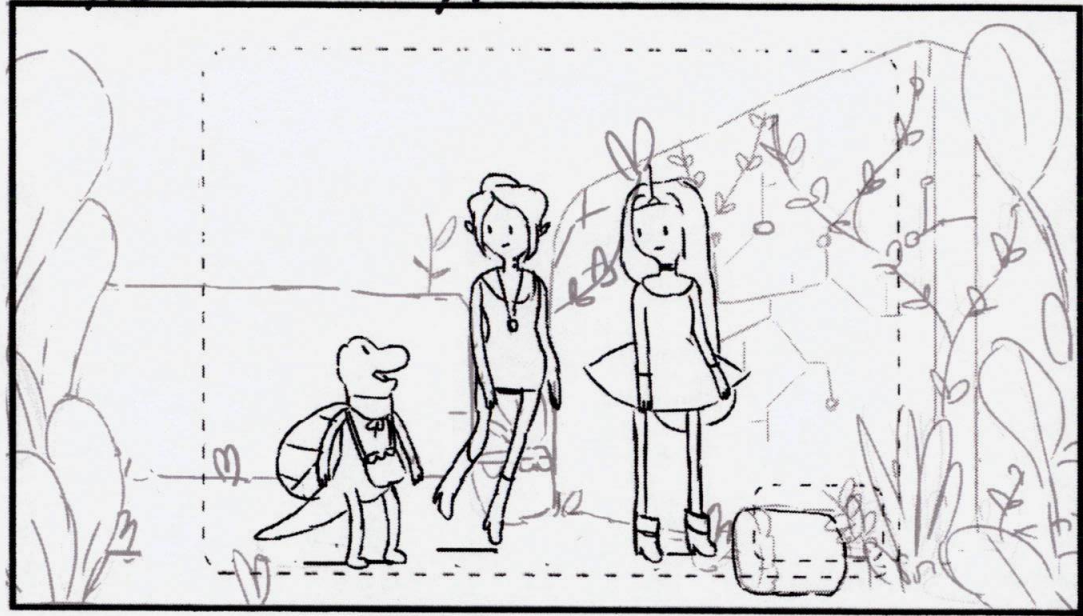


Sc. **116**

Pnl. **A**

Bg.

day night



Dialog:

G) [GASP] IMA TAKE YOU GUYS TO
THE PROFESSOR !!

Action:

Timing:

SEP 18 2015

1034-234

EPISODE #

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME

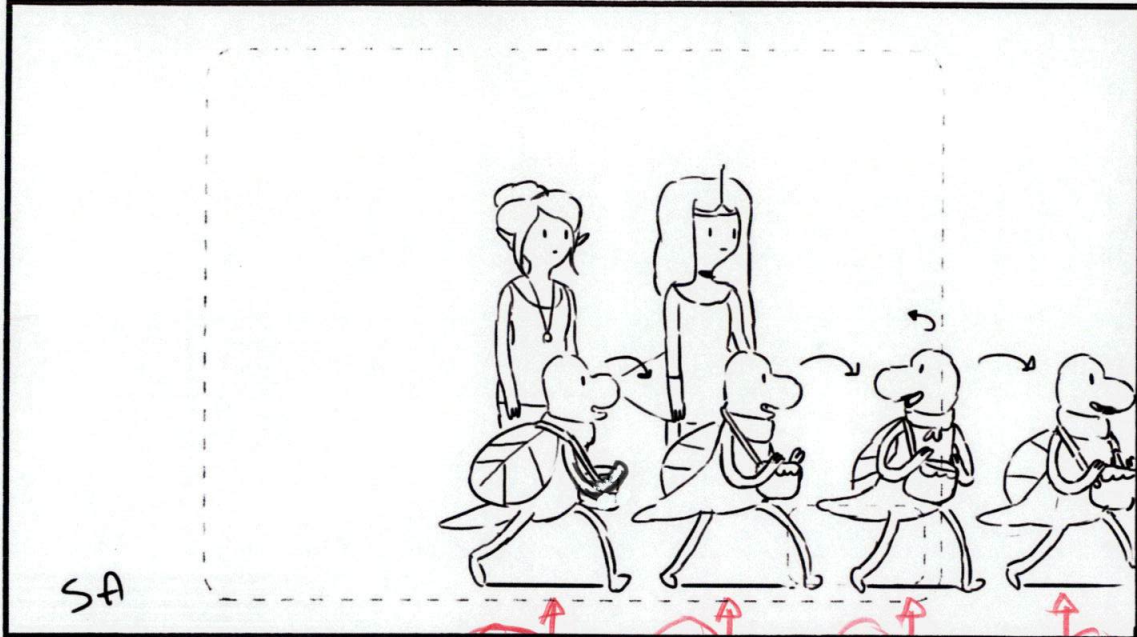


Page 148

Sc. 118 cont Pnl. B

Bg.

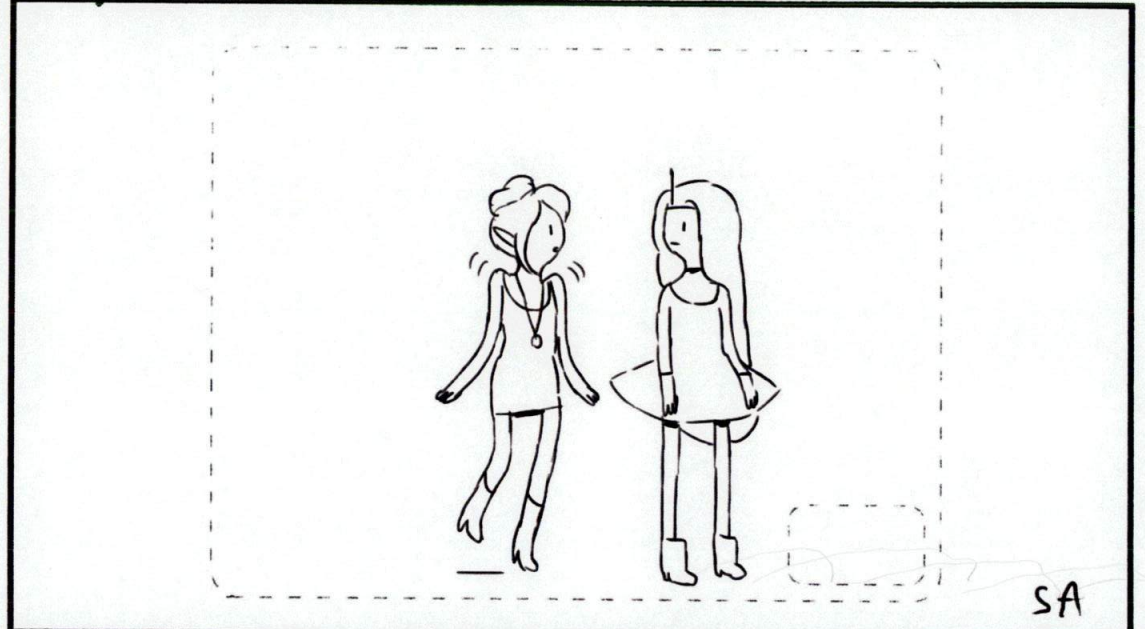
day night



Sc. 118 cont Pnl. C

Bg.

day night



Dialog:

G) HE'S THE SMARTEST GUY I KNOW --

G) ^(O/S) NEXT TO MASTER EVERGREEN...
of course.

SFX: * DRUMMING *

Action:

- G. WALKS PAST PB+M.

- PB+M LOOK AT EACH OTHER.

- M SHRUGS.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

1034/234

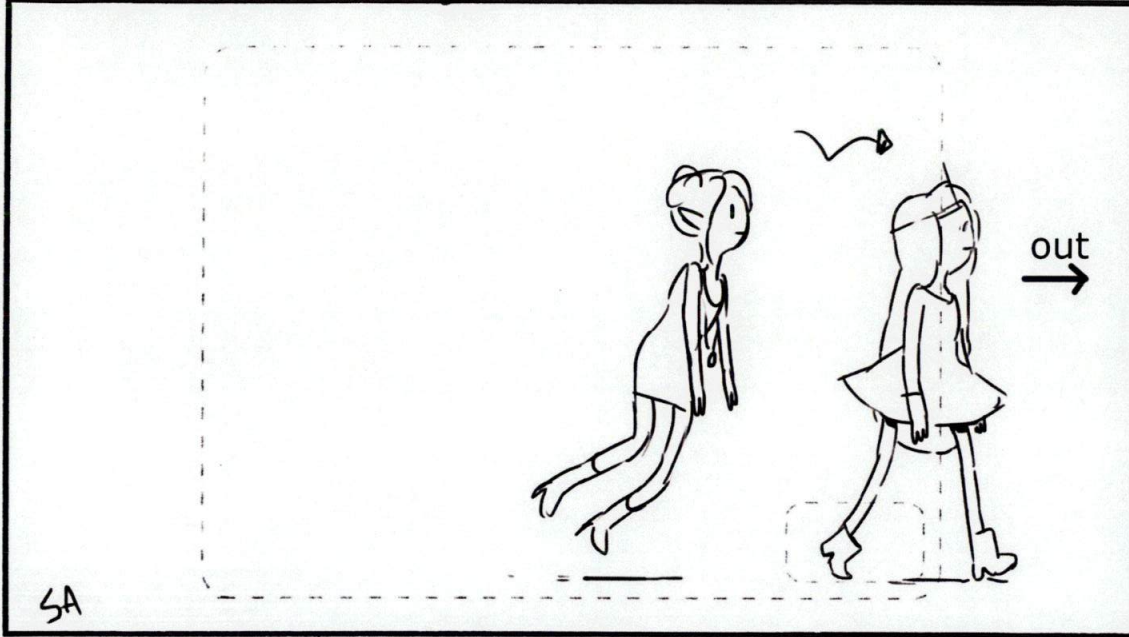
ADVENTURE TIME



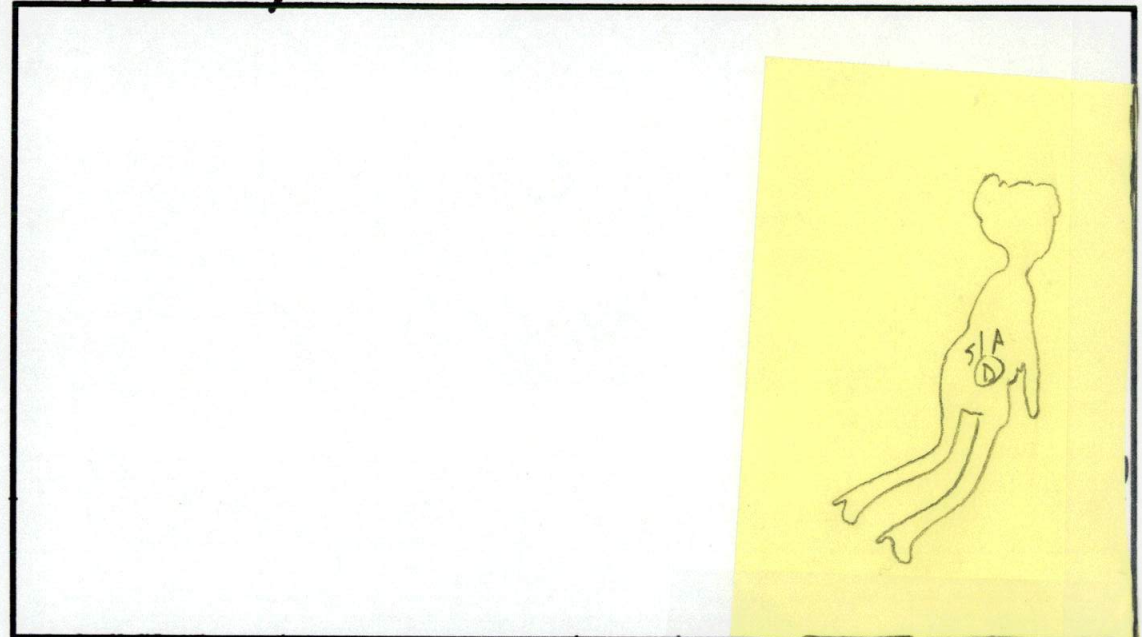
NO SC'S
119-120

Page 149
NO PGS 150-152
day night

Sc. 118 CONT Pnl. D Bg. day night



Sc. 118 CONT Pnl. E Bg. day night



Dialog:

SFX: * DRUMMING *

Action:

- M+ PB FOLLOW GUNTHER.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



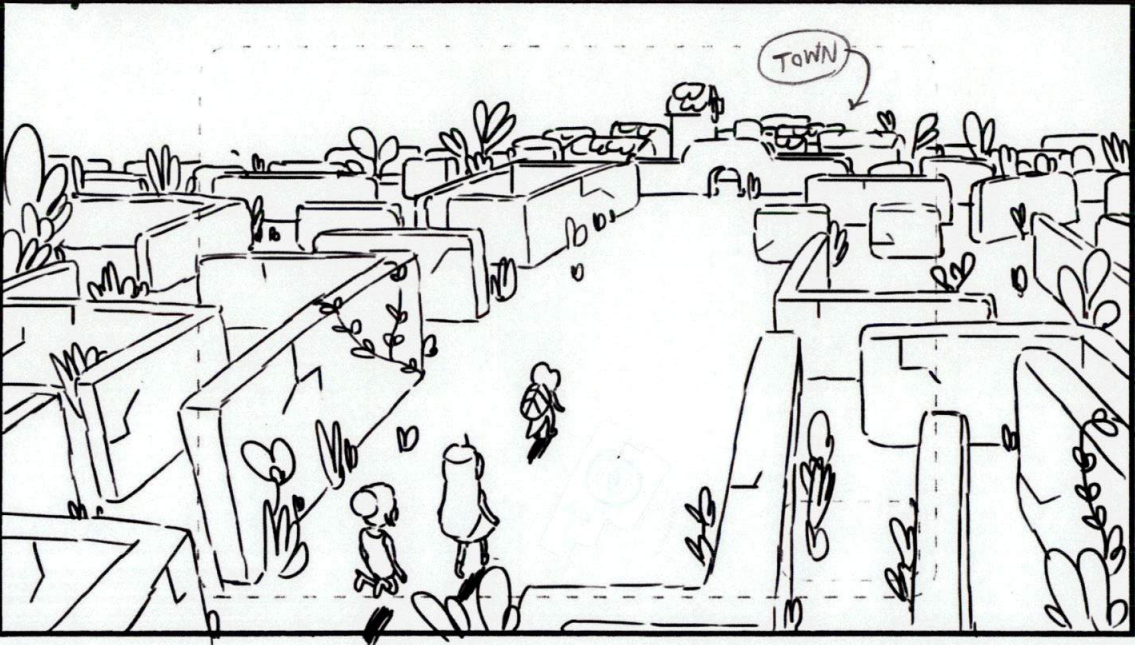
Page 153

Sc. 121

Pnl. A

Bg.

day night

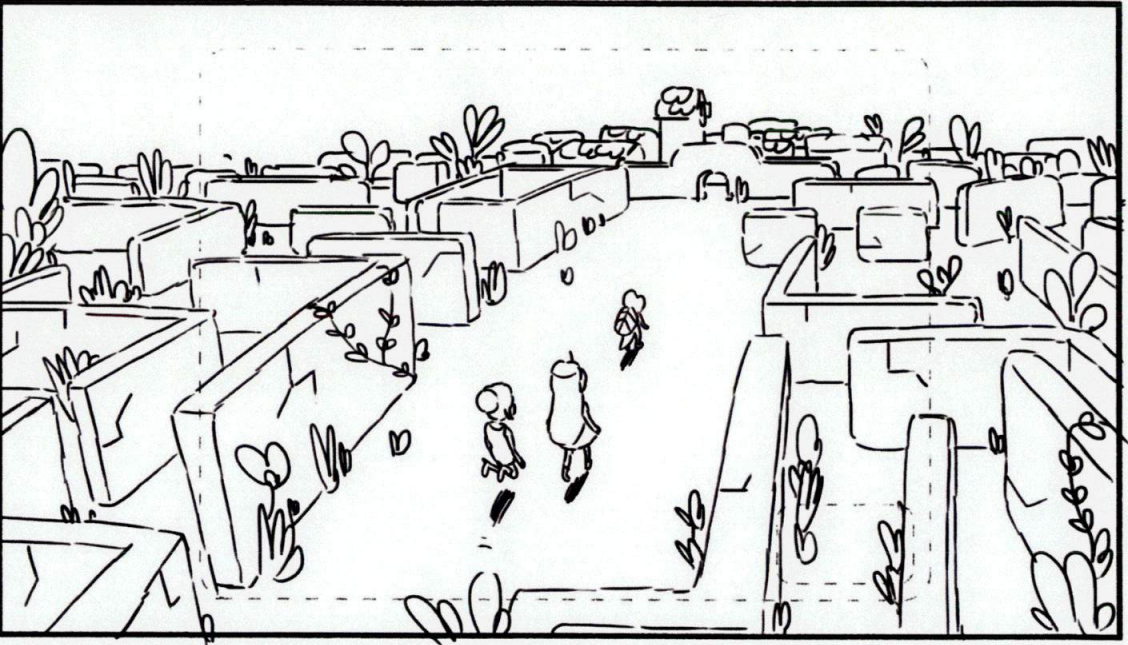


Sc. 121 CONT

Pnl. B

Bg.

day night



Dialog:
Action: - GUNTHER, PB + M WALK ON/S.
Timing:
SEP 18 2015

1034-234

EPISODE #

1034/234

Production :

1034/234

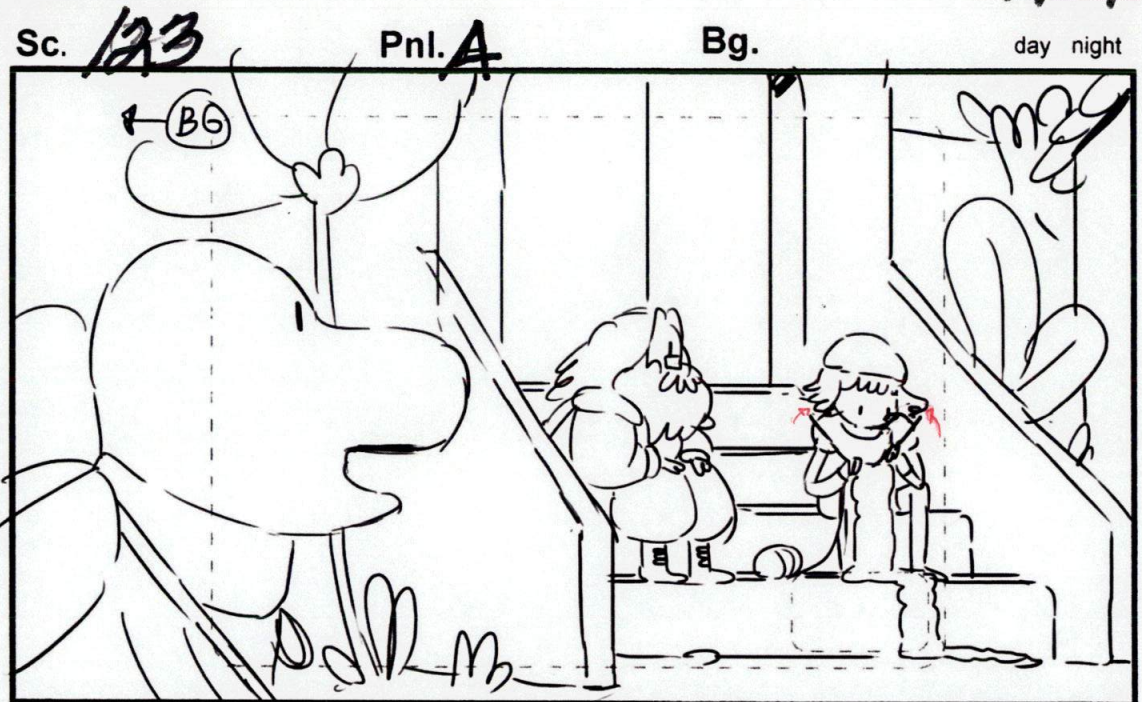
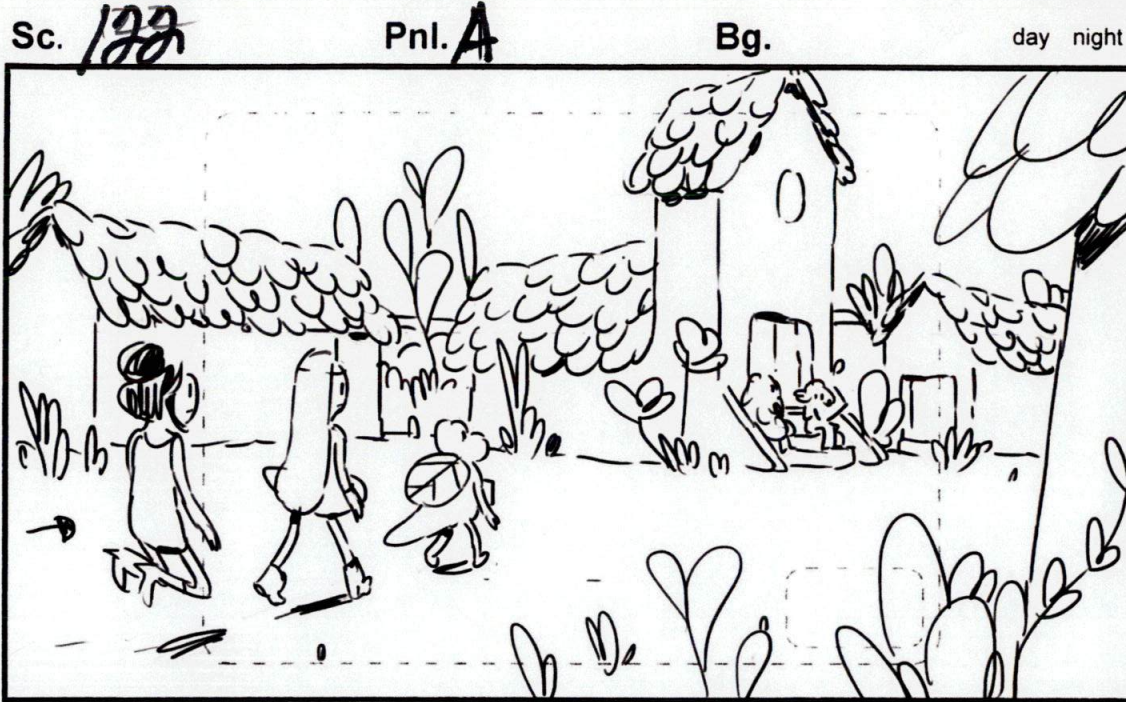
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ADVENTURE TIME



Page **154**



Dialog:

SVEN : VILLUR OG LEIÐRETTINGAR ...
IRSLERSKAT ...

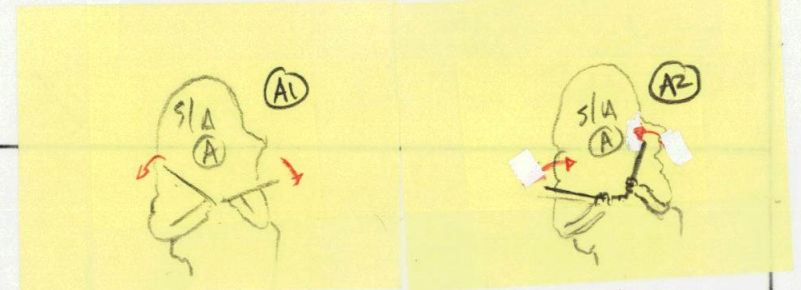
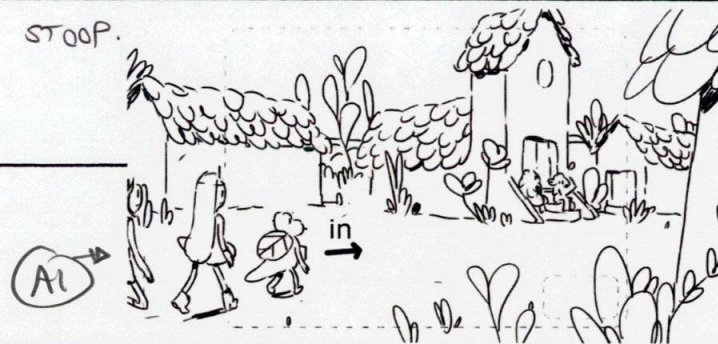
G) HEY GUYS!

SVEN : PRJON PRJON

SEP 18 2010

Action: G, PB+M APPROACH PEOPLE ON STOOP.

Timing:



EPISODE # 1034-234

1034/234

Production :

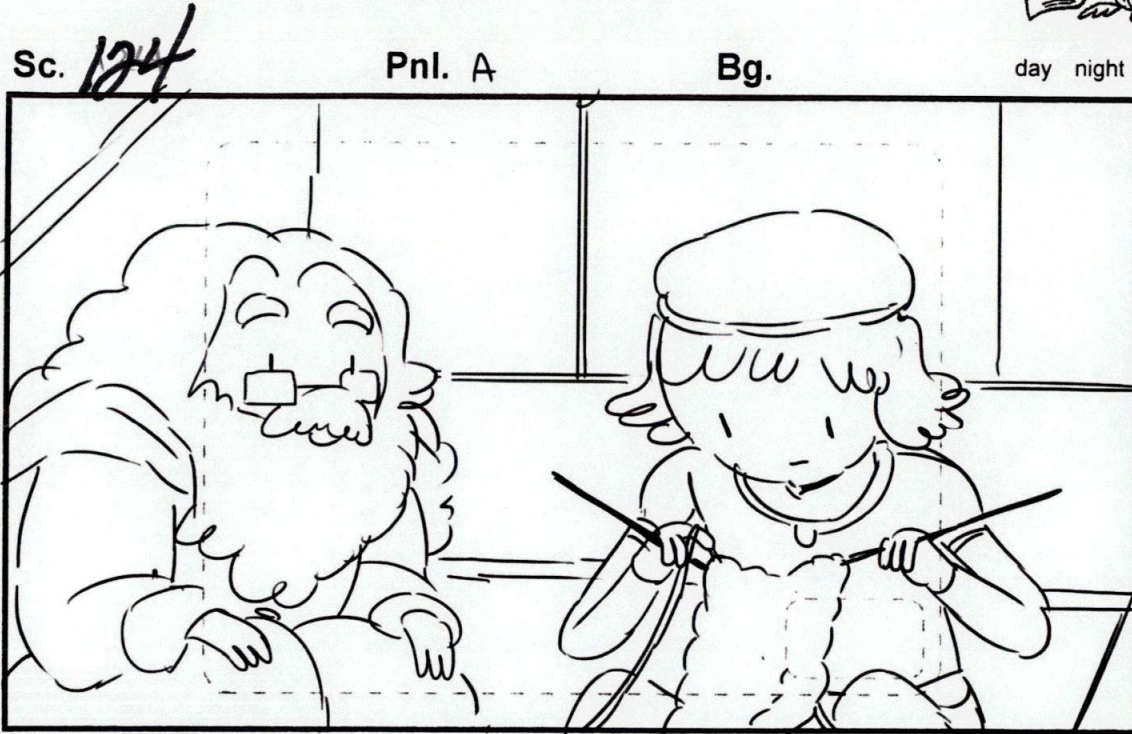
1034/234

1034/234

ADVENTURE TIME



Page **155**



Dialog:	<p><u>SVEN</u>: PRJON ...</p> <p><u>SVEN</u>: HEY GOONTZ !</p> <p><i>(Hand pointing up with a circled 'B')</i></p>
Action:	<p>- SVEN + SANTA LOOK UP.</p> <p>SEP 18 2015</p>
Timing:	

EPISODE # 1034-234

1034/234

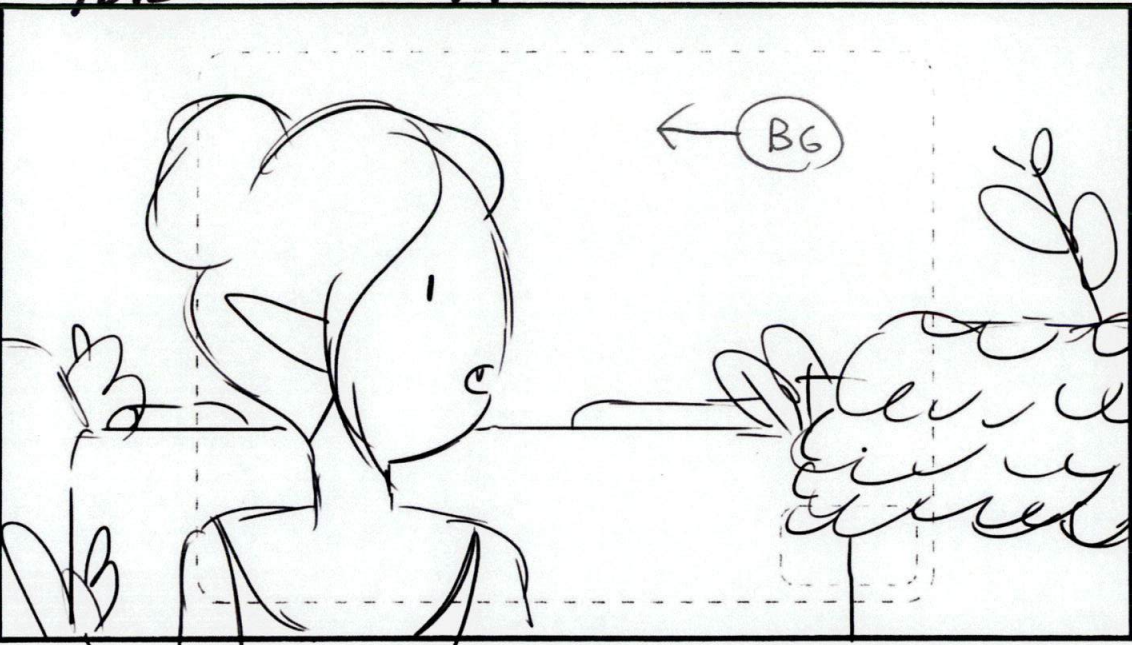
Production :

1034/234

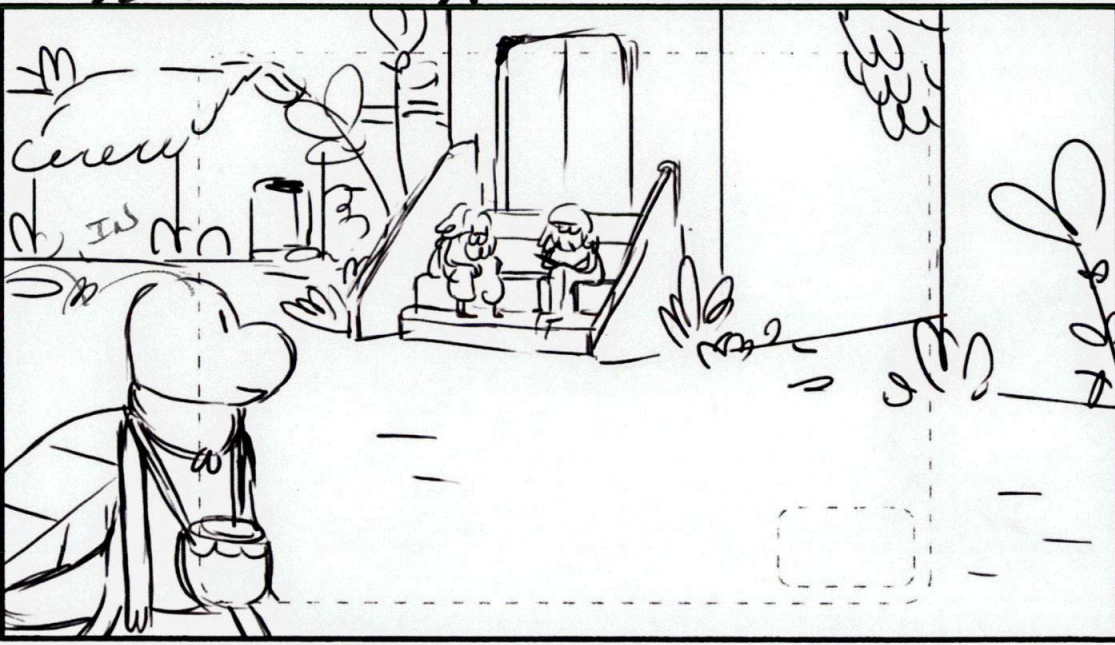
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:
M, WHO ARE THOSE DUDES? G/ Thats -

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production :

1034/234

1034/234

1034/234

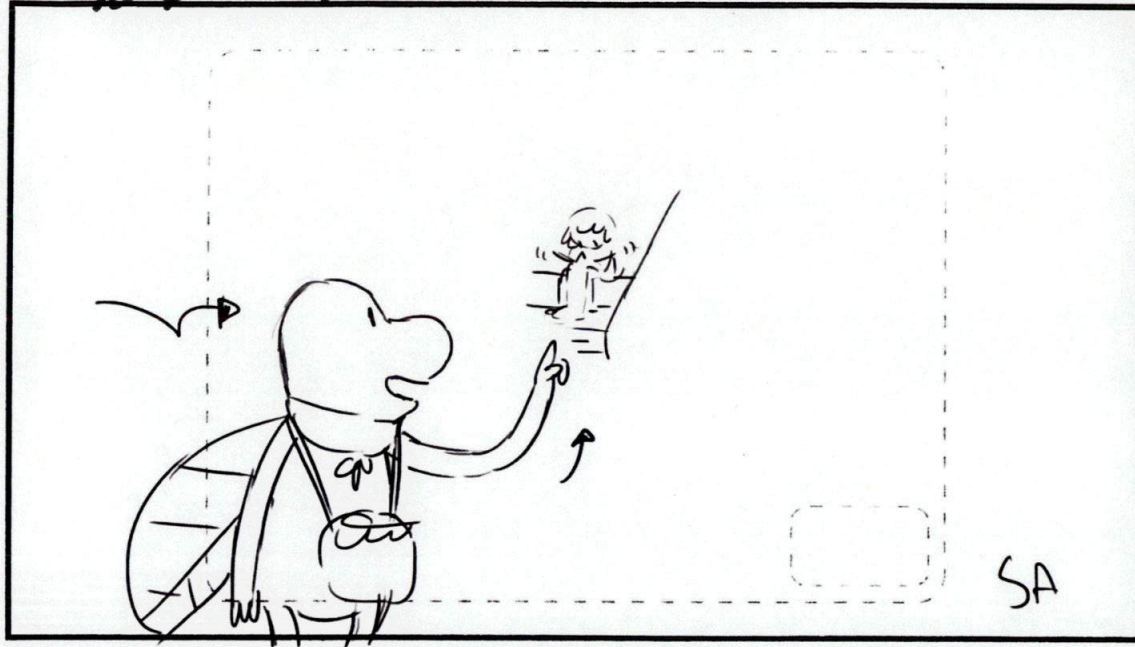
2006 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

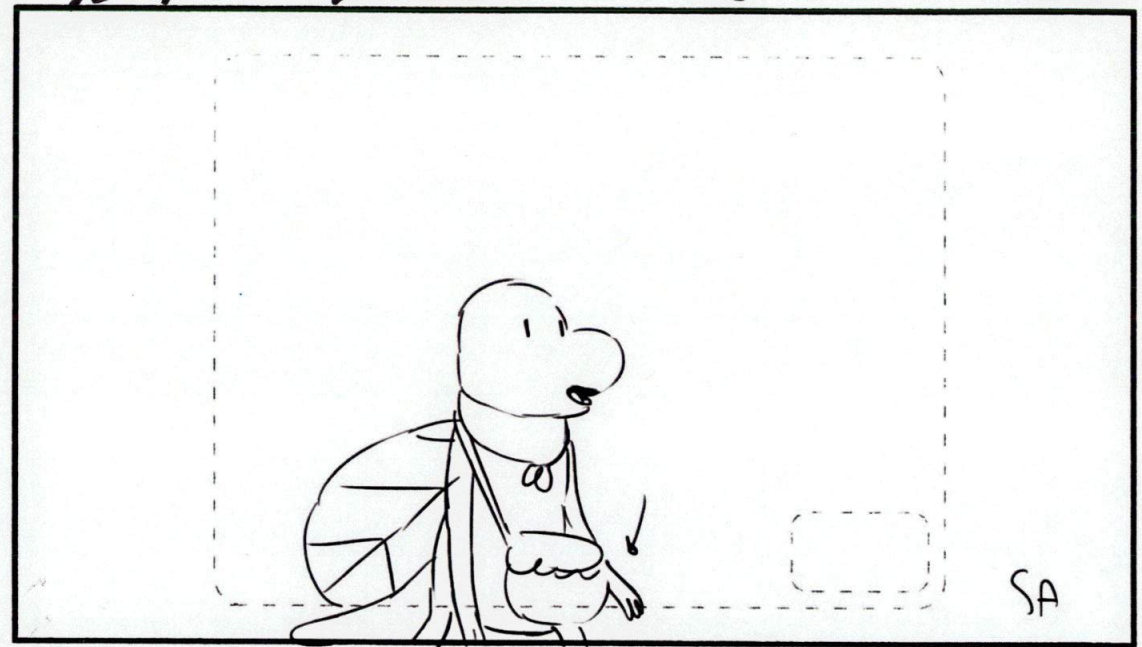


Page 157

Sc. 126 CONT Pnl. B Bg. day night



Sc. 126 CONT Pnl. C Bg. day night



Dialog:

G SVEN.

G HE ONLY WORE THE CROWN ONCE
- LIKE ME.

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

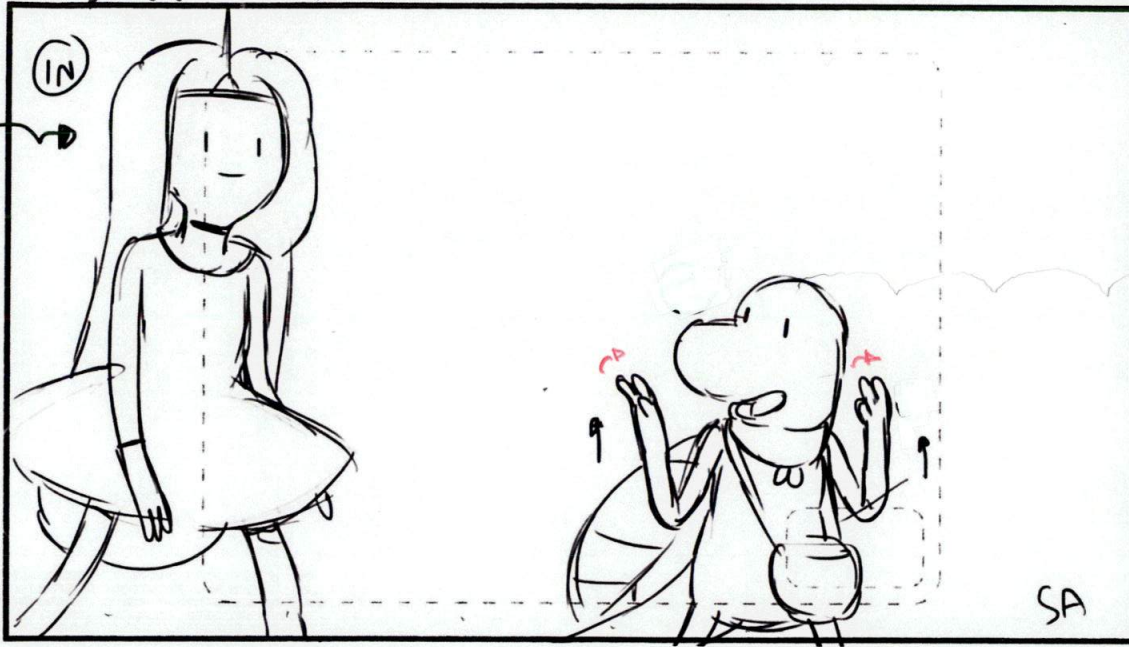
1034/234

ADVENTURE TIME

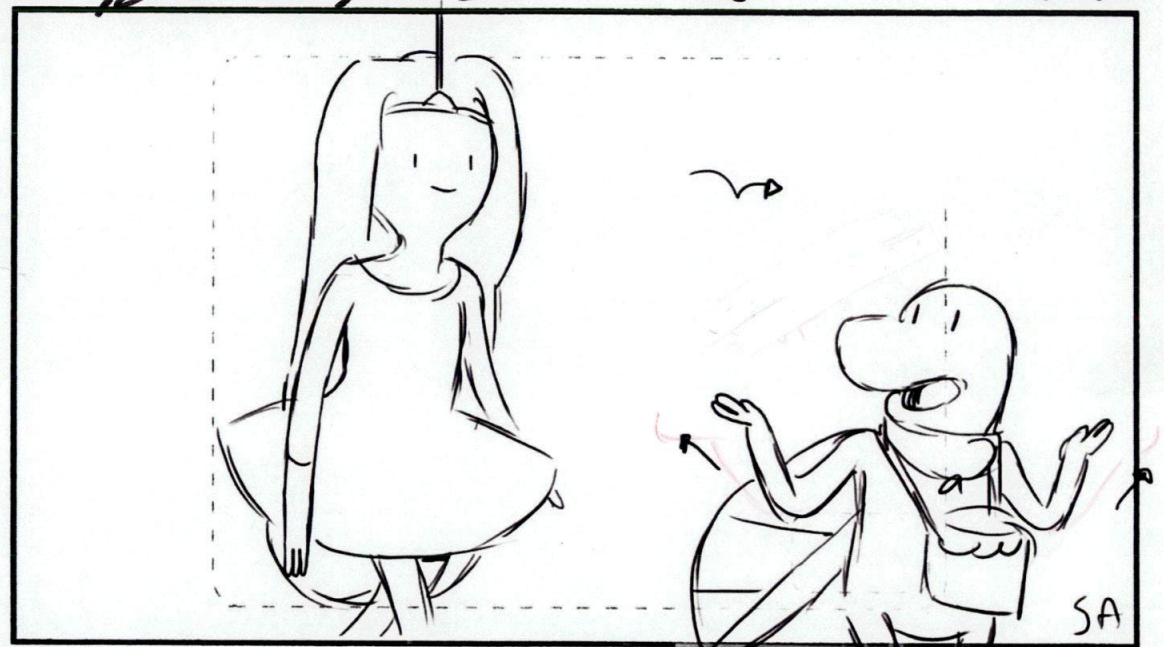


Page **158**

Sc. **126 CONT** Pnl. **D** Bg. day night



Sc. **126 CONT** Pnl. **E** Bg. day night

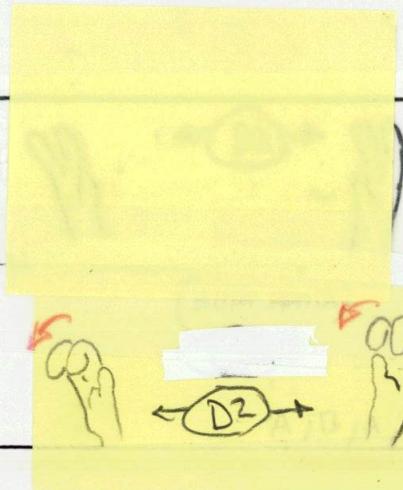


Dialog: **G) AND THE GUY NEXT TO HIM SAYS HE'S THE FIRST "SANTA"**

G) LIKE, WHAT'S EVEN A "SANTA"

Action:

Timing:



SEP 18 2015

1034-234

EPISODE #

1034/234

Production :

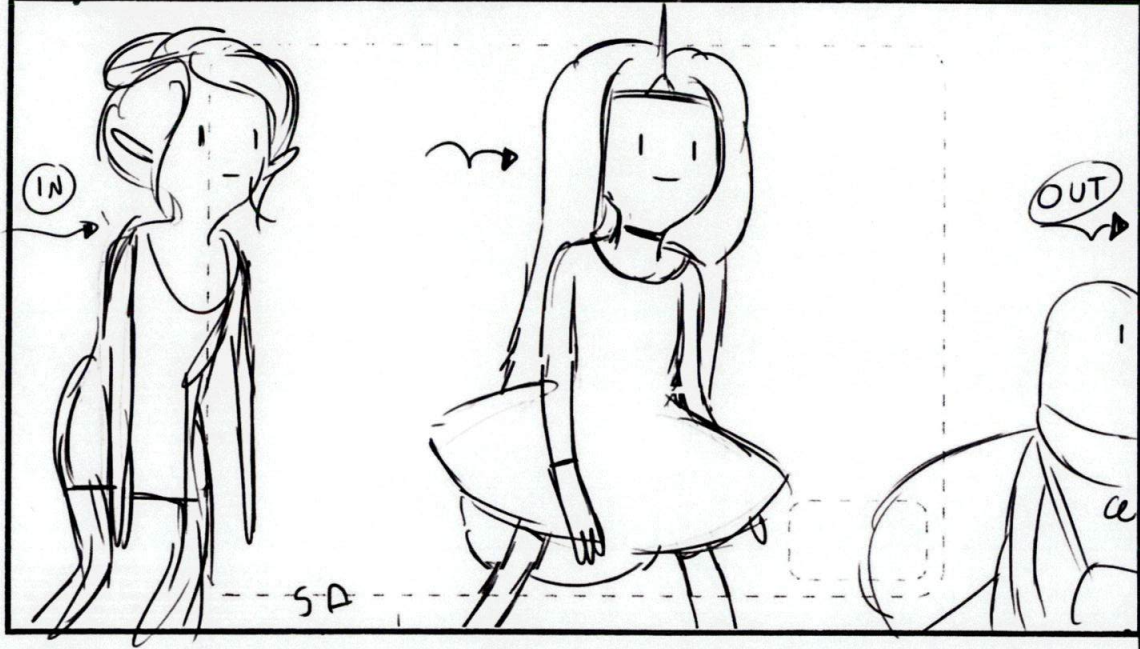
1034/234

ADVENTURE TIME

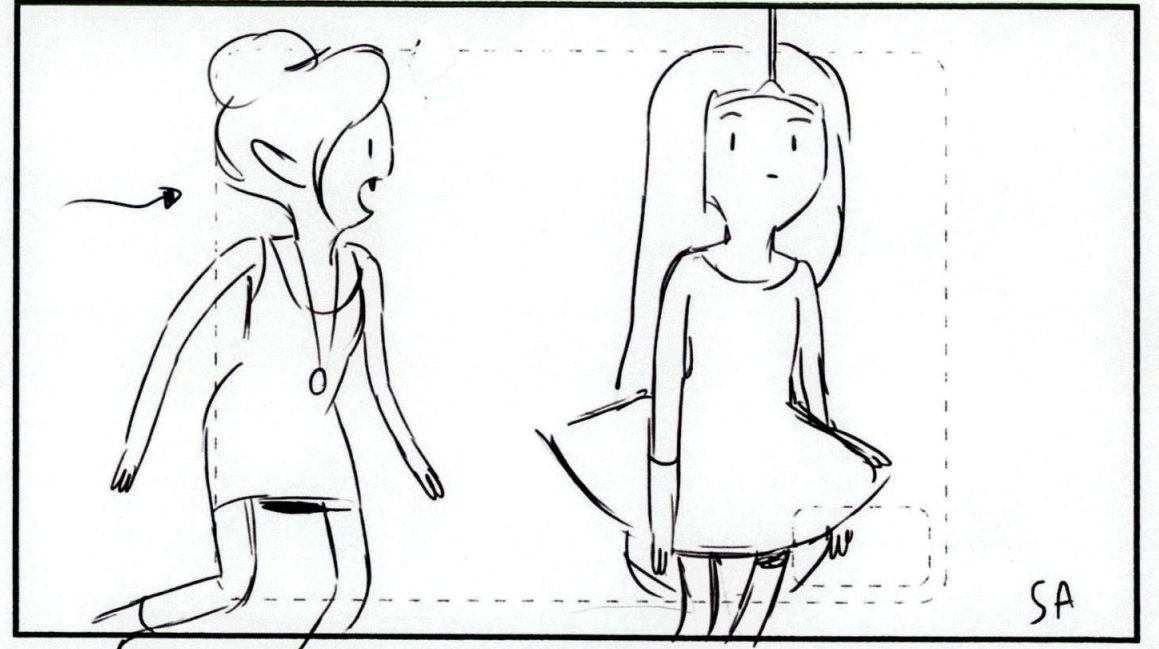


Page **159**

Sc. **126 CONT** Pnl. **F** Bg. day night



Sc. **126 CONT** Pnl. **G** Bg. day night



Dialog:

M) DUDE, THE SANTA !!?

Action:

- G. CONTINUES OFF/S.

Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

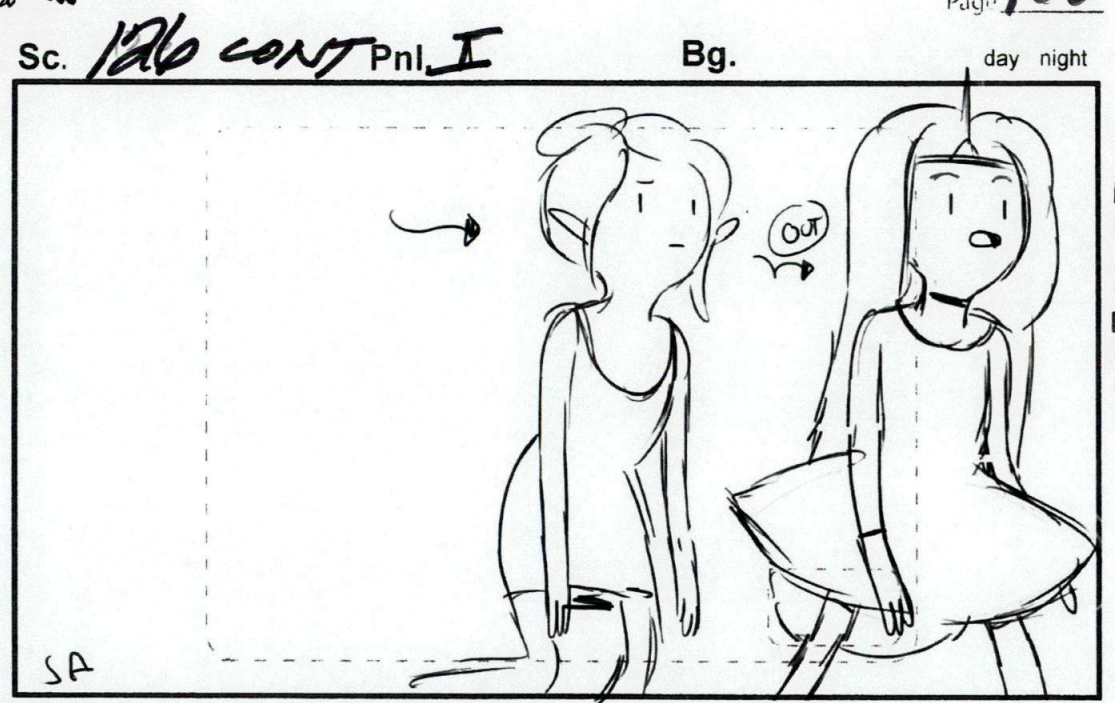
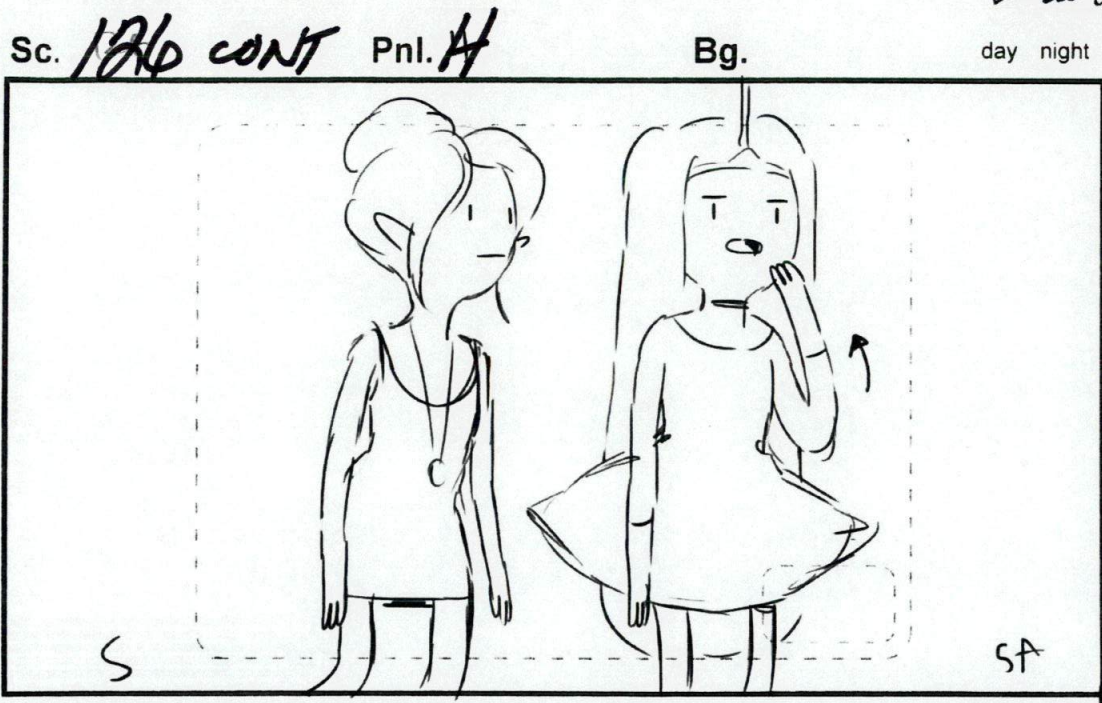
Production :

1034/234

ADVENTURE TIME



Page 160



Dialog:	PB, NOPE.	PB, DOESNT RING A BELL
Action:	(STOP FOR A BEAT)	-PB CONTINUE OFF/S.
Timing:	SEP 18 2015	

1034-234

EPISODE #

1034/234

Production :

1034/234

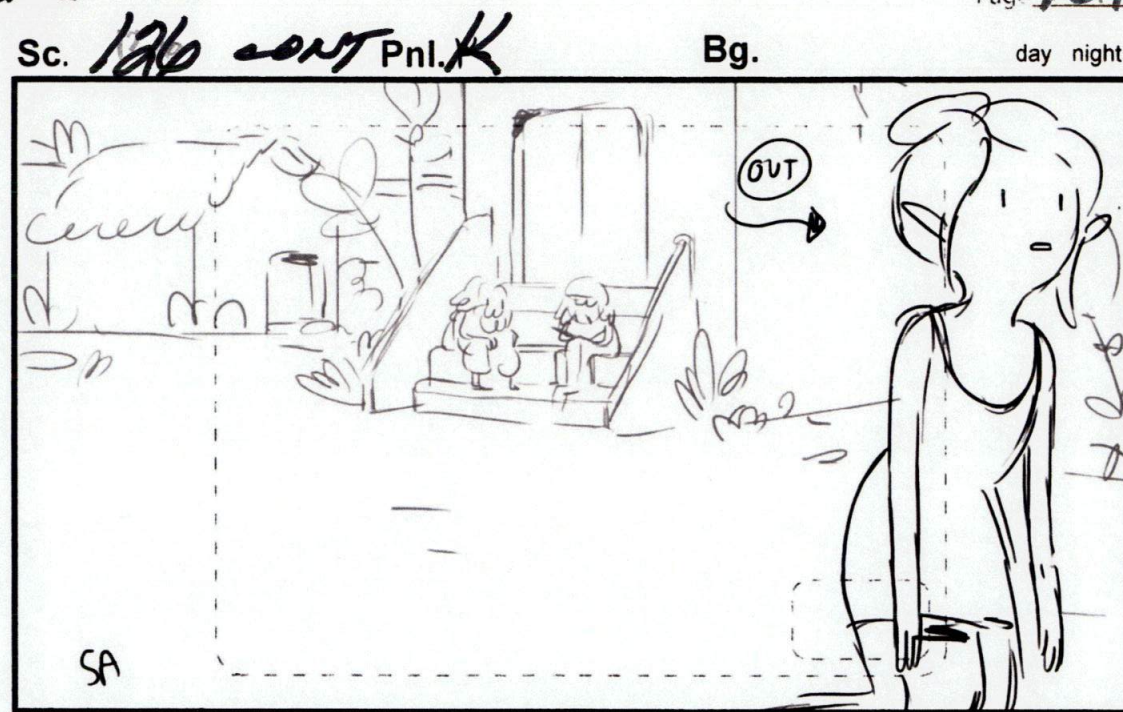
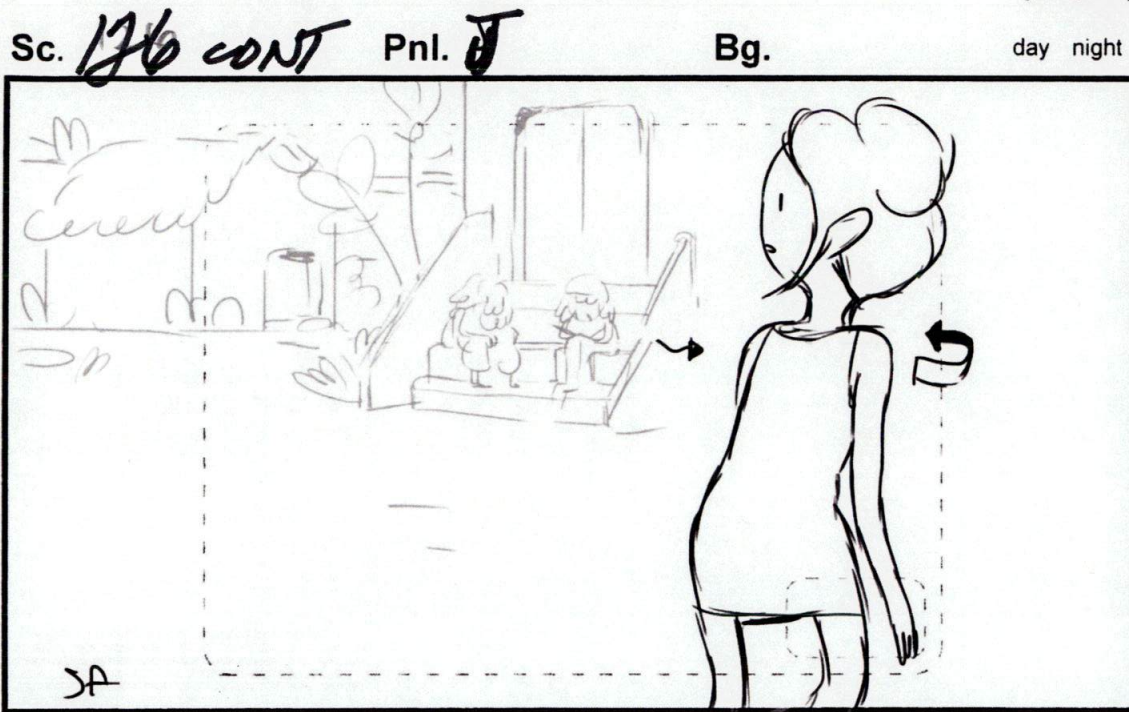
1034/234

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ADVENTURE TIME



Page 161



Dialog:

Action:

- M, GLANCES BACK AT SVEN + SANTA .

-M FLOATS OFF/S

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



NO SC128

Page 162
NO PG 163
day night

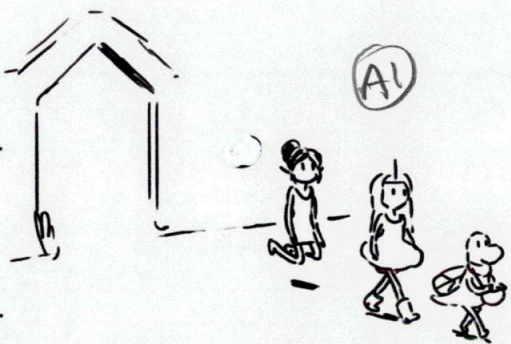
Sc. Pnl. Bg. day night

Sc. 127 Pnl. A Bg. day night

Dialog:

Action:

Timing:



G, PB+M ENTER
CRYSTAL GARDEN.
SEP 18 201.

EPISODE # 1034-234

1034/234

Production :

1034/234

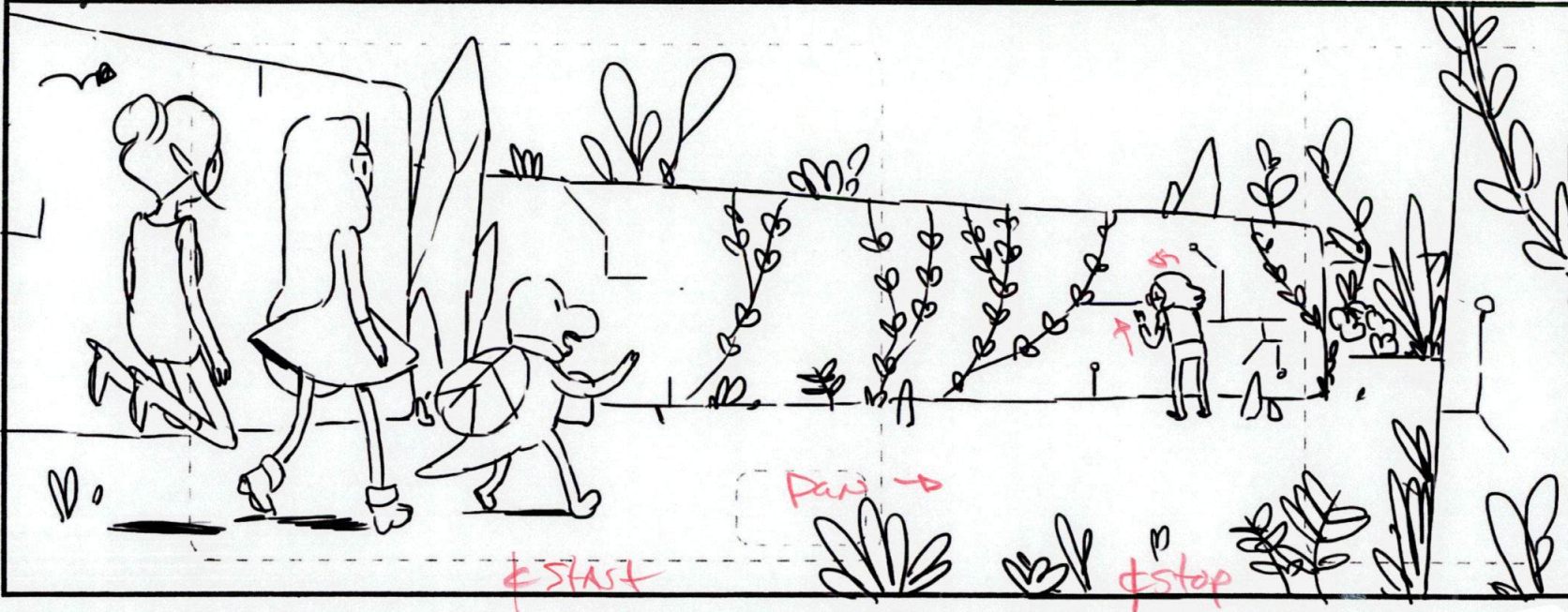
1034/234

ADVENTURE TIME



Page 164

Sc. 129 Pnl. A Bg. B day night



Dialog:

G) Aha! THERE HE IS!

AI
stop
PLAYING

Action:



SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

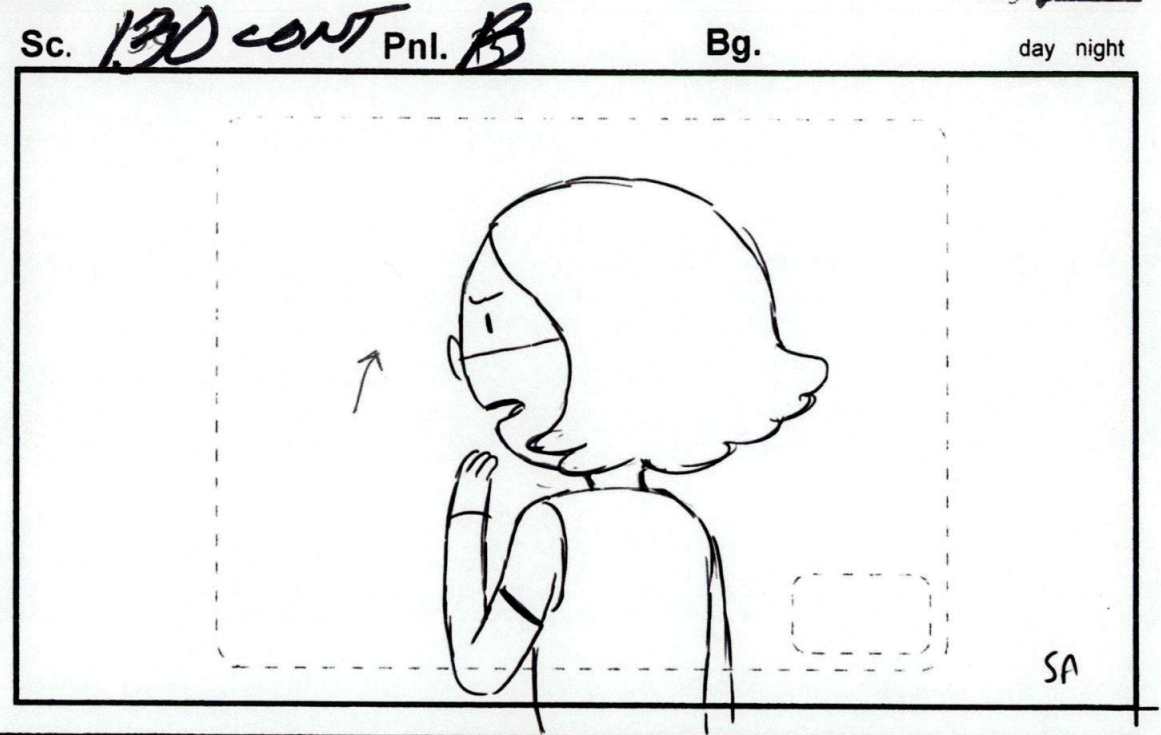
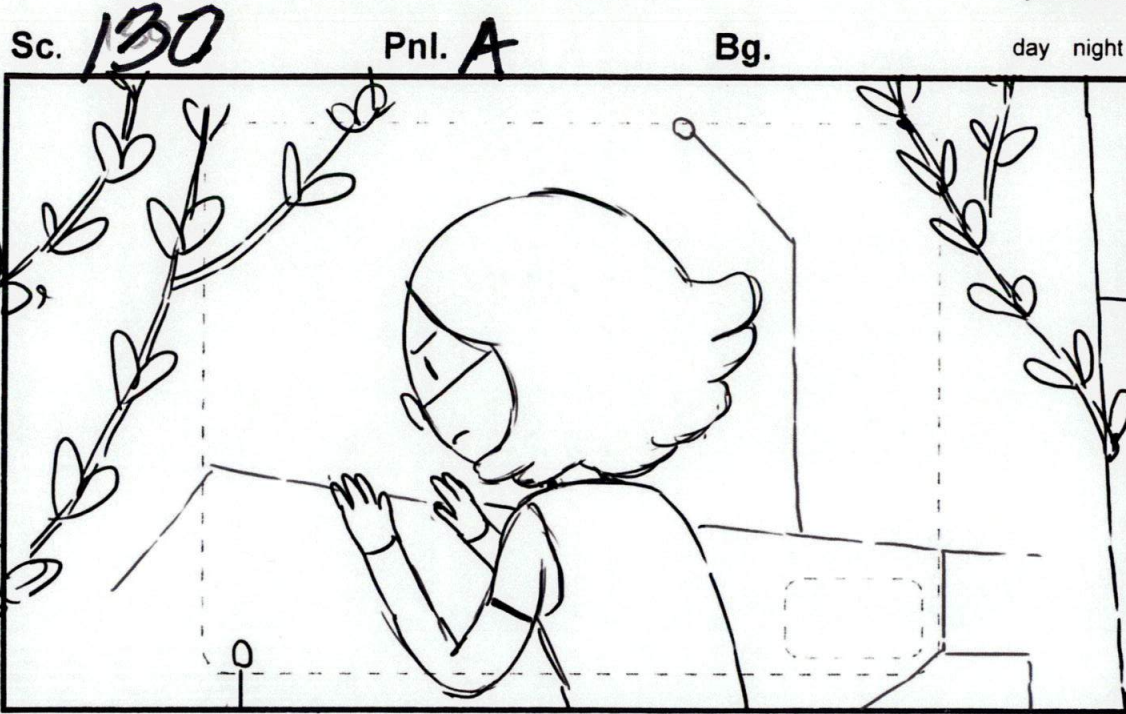
1034/234

1034/234

ADVENTURE TIME



Page 165



Dialog:

Ⓒ (9/5) PROFESSOR PETRIKOV!

S) (MUMBLE)

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

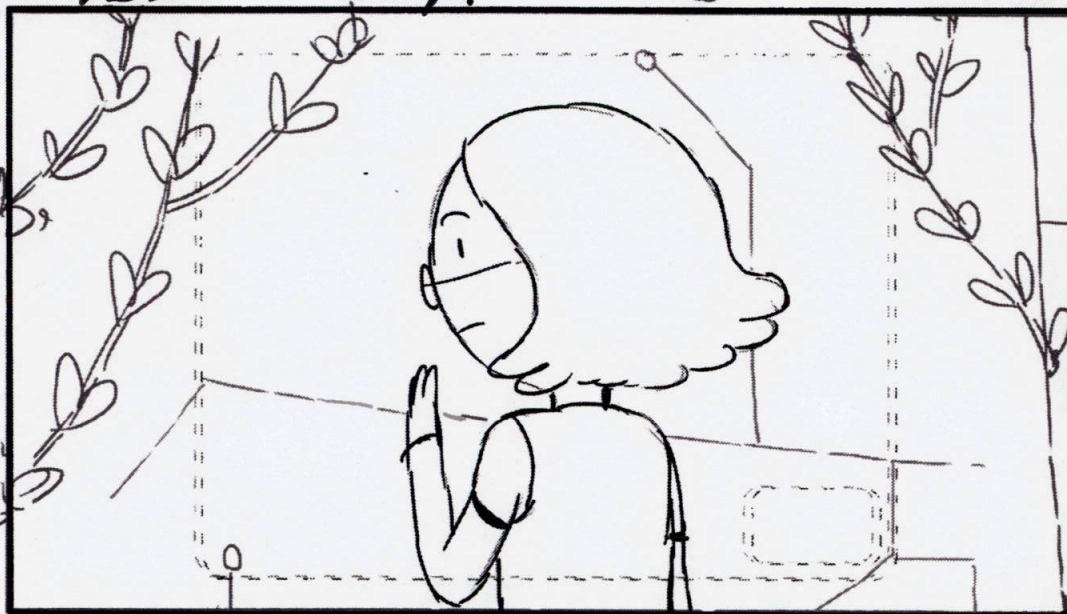


Page 166

Sc. 131 Pnl. A Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog:

m/ SIMON!

SP

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production :

1034/234

1034/234

1034/234

ADVENTURE TIME

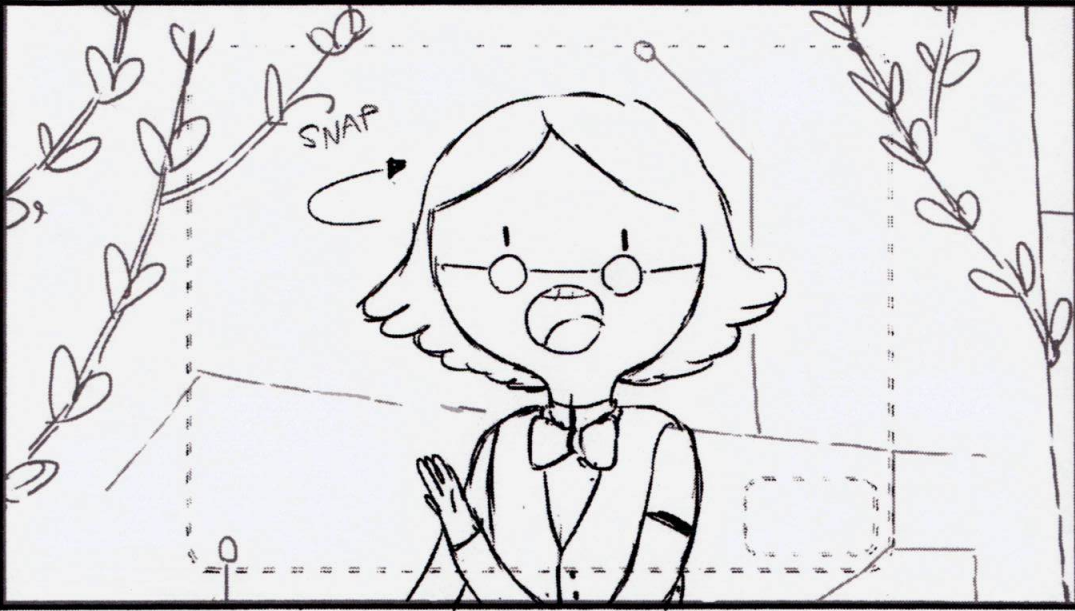
NO
SC
133



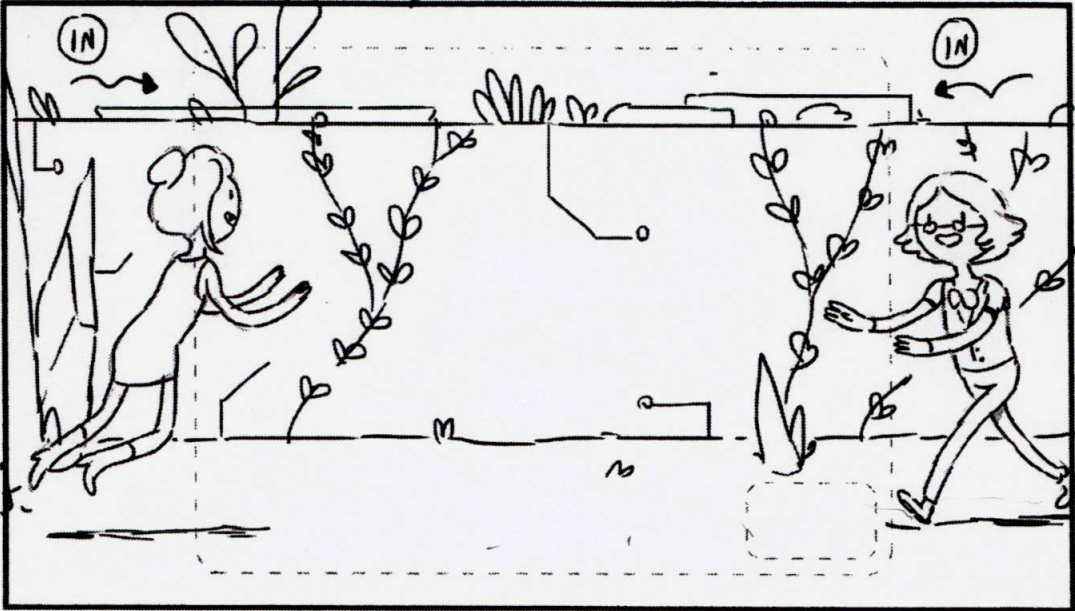
NO
SC
133

Page 167

Sc. 132 CONT Pnl. B Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:	S) MARCY !!
Action:	- M + SIMON RUSH on/s. SEP 18 2015
Timing:	

EPISODE # 1034-234
Production :

1034/234

1034/234

1034/234

ADVENTURE TIME



Page **168**

Sc. **134 cont** Pnl. **B** Bg. day night



Sc. **134 cont** Pnl. **C** Bg. day night



Dialog:

S) OH DEAR!

S) HOW IS THIS POSSIBLE!?

Action:

M + SIMON HUG.

SEP 18 2015

Timing:

EPISODE # **1034-234**

Production :

1034/234

1034/234

1034/234

ADVENTURE TIME



Page 169

Sc. 135

Pnl. A

Bg.

day night



Sc. 135 CONT Pnl. B

Bg.

day night



Dialog:

S) DID MY BELOVED BETTY MASTER
THE SECRETS OF THE CROWN?

Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME



Page 170
NO PG 171
day night

Sc. 135 cont Pnl. C

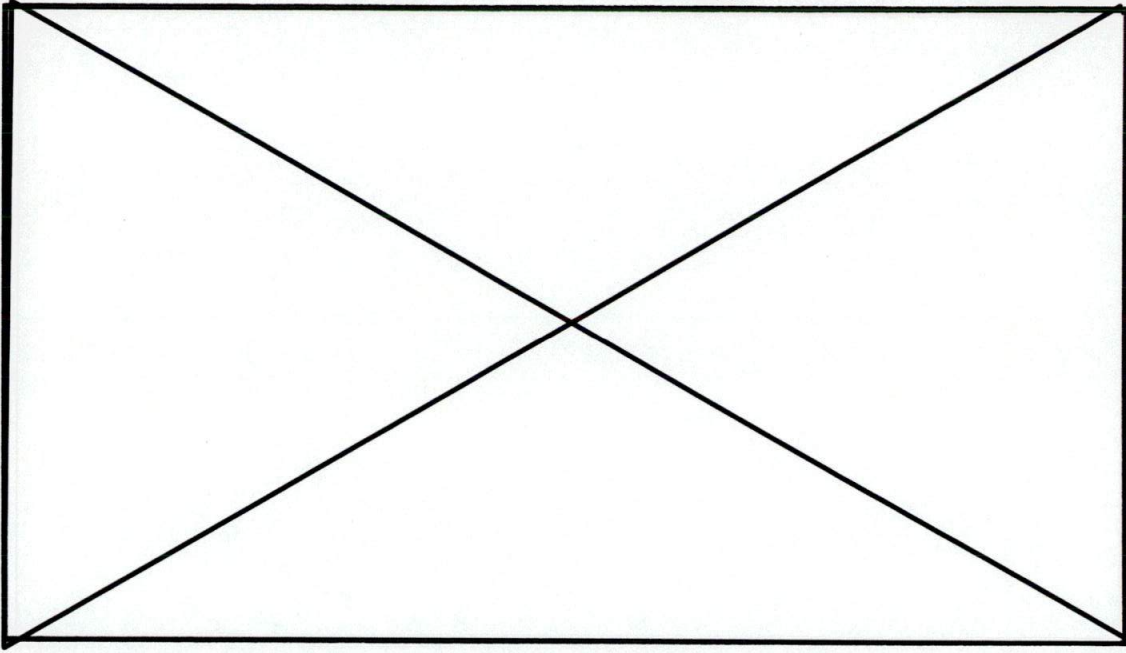
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:



M) NO, BONIBEL
SCIENCE D VS IN

Action:

Timing:

SEP 18 2015

Production :

EPISODE #

1034-234

1034/234

1034/234

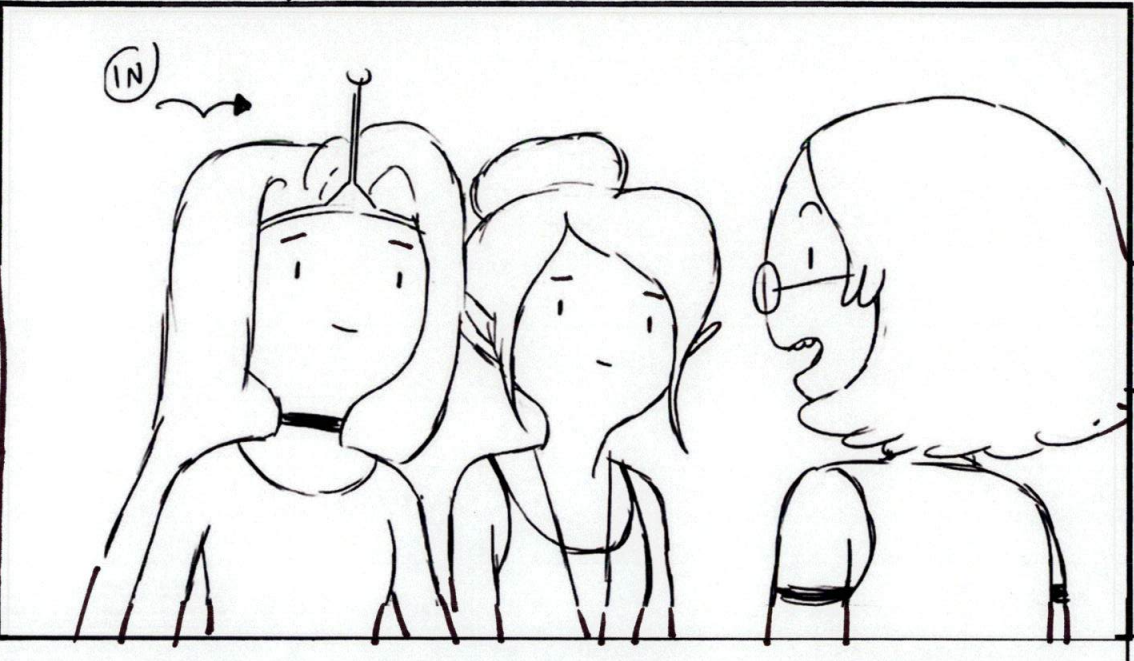
ADVENTURE TIME



Sc.135 *cont* Pnl. D

Bg.

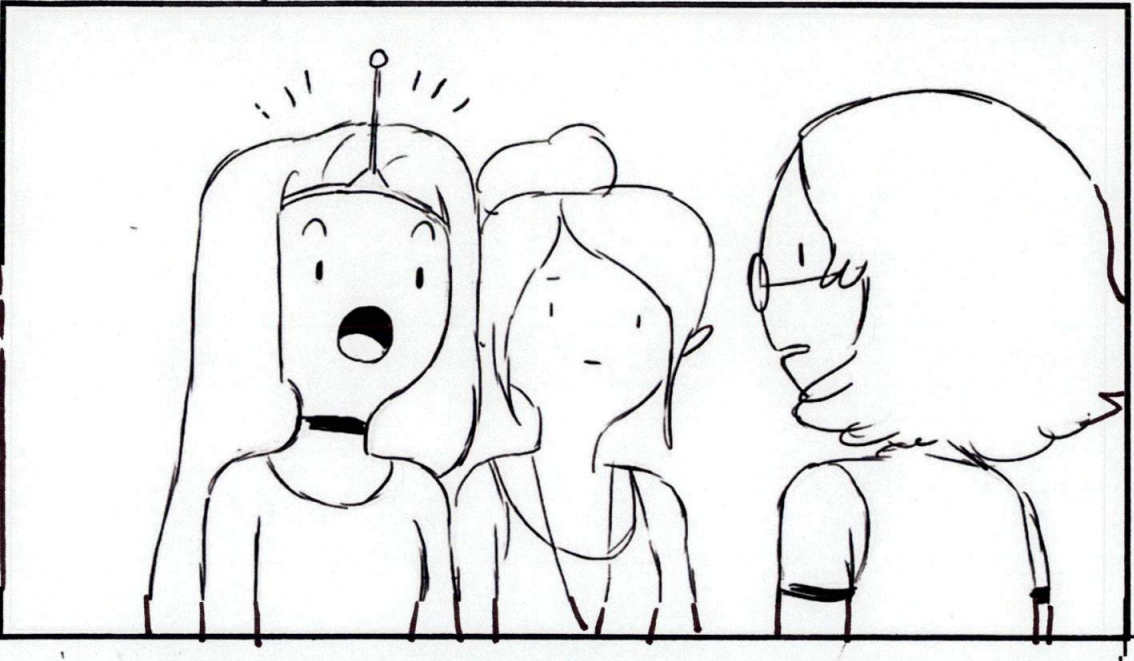
day night



Sc.135 *cont* Pnl. E

Bg.

Page 172
day night

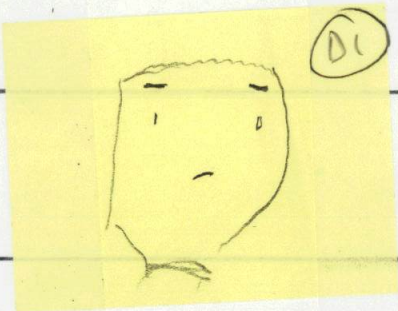


Dialog:

S) YOU MUST BE BETTY'S LITTLE ASSISTANT.

PB) ASSISTANT ?!!

Action:



Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

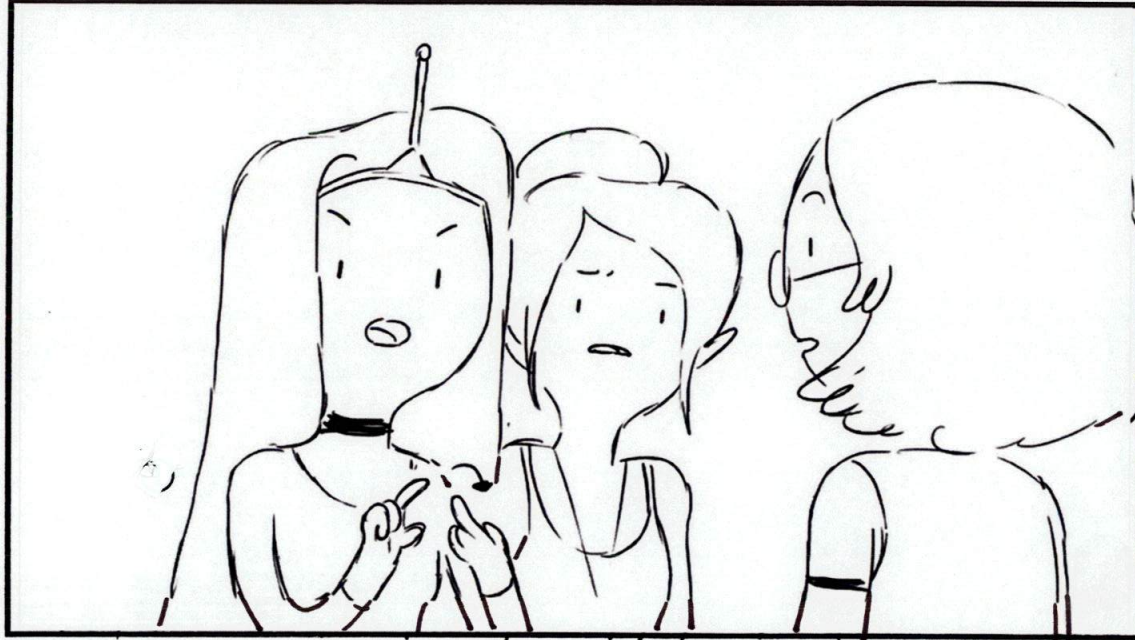
ADVENTURE TIME



Sc. 135 *CONT* Pnl. F

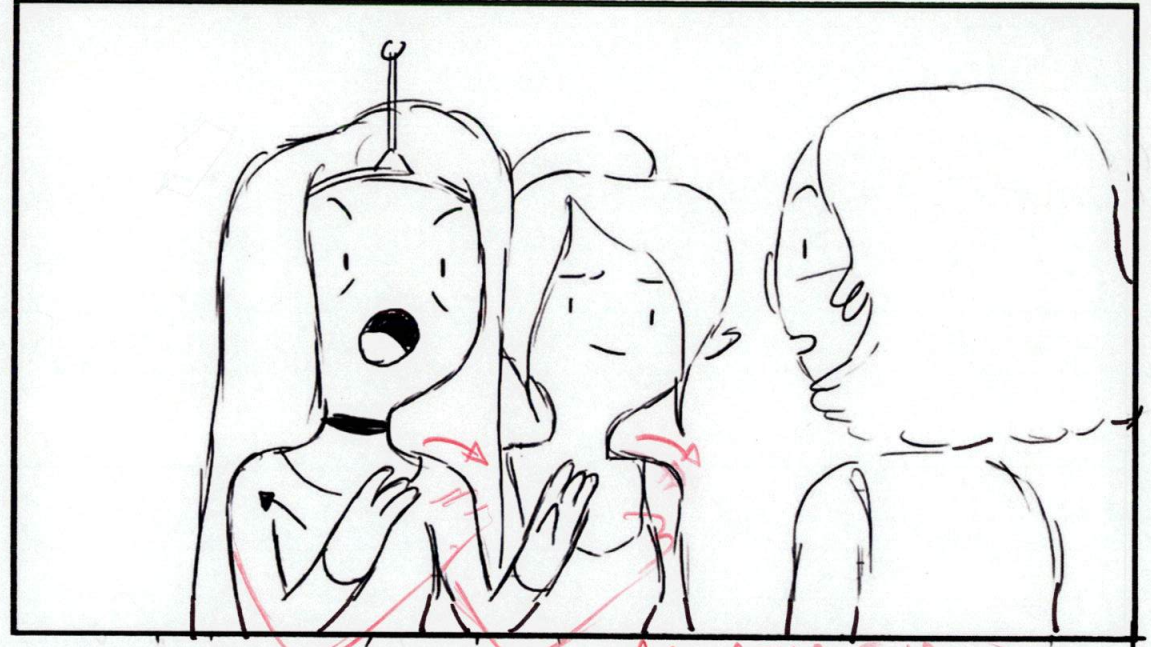
Bg.

day night



Sc. 135 *CONT* Pnl. G

Bg.



Page **173**
No PG 174
day night

Dialog:

PB) I'VE BEEN MY OWN BOSS MY
ENTIRE LIFE. I BUILT MY OWN LAB,

PB) I'VE CREATED FRIGGIN
LIFE FORMS

Action:



Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

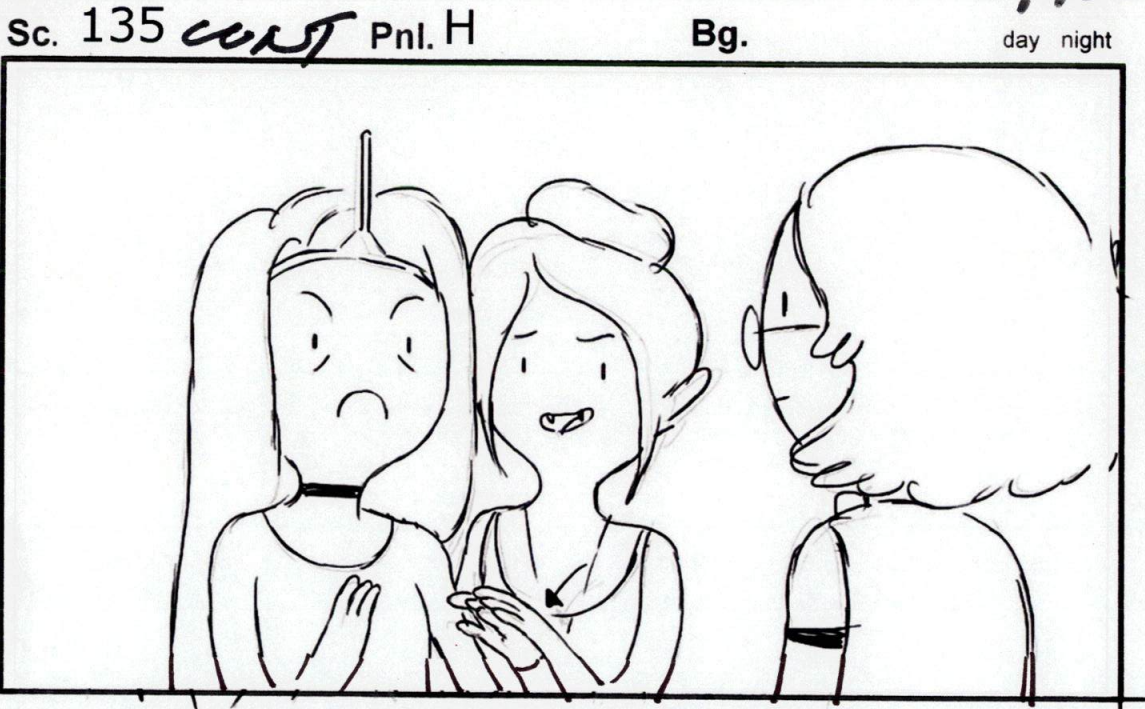
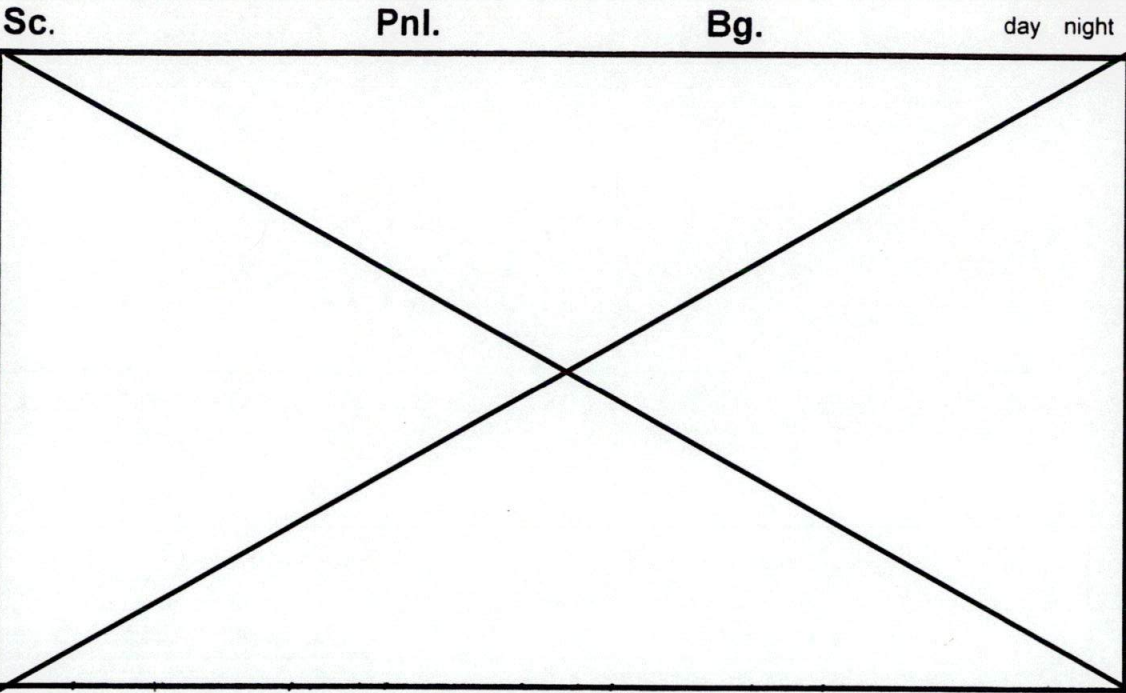
Production :

1034/234

ADVENTURE TIME



Page 175
day night



Dialog:	M/ Okay. Ahh [adjust throat].
Action:	(PB BREATHS HEAVY)
Timing:	SEP 18 2015

1034-234
EPISODE #
Production :

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No Scs 136-137

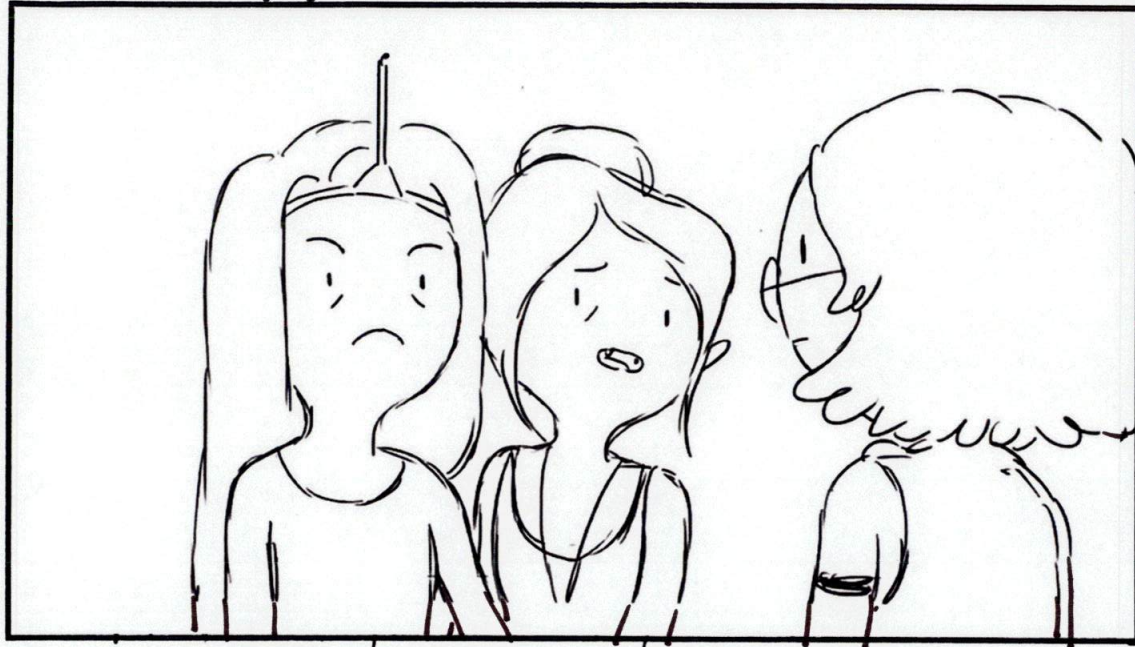
ADVENTURE TIME

Page 176

Sc. 135 CONT Pnl. I

Bg.

day night

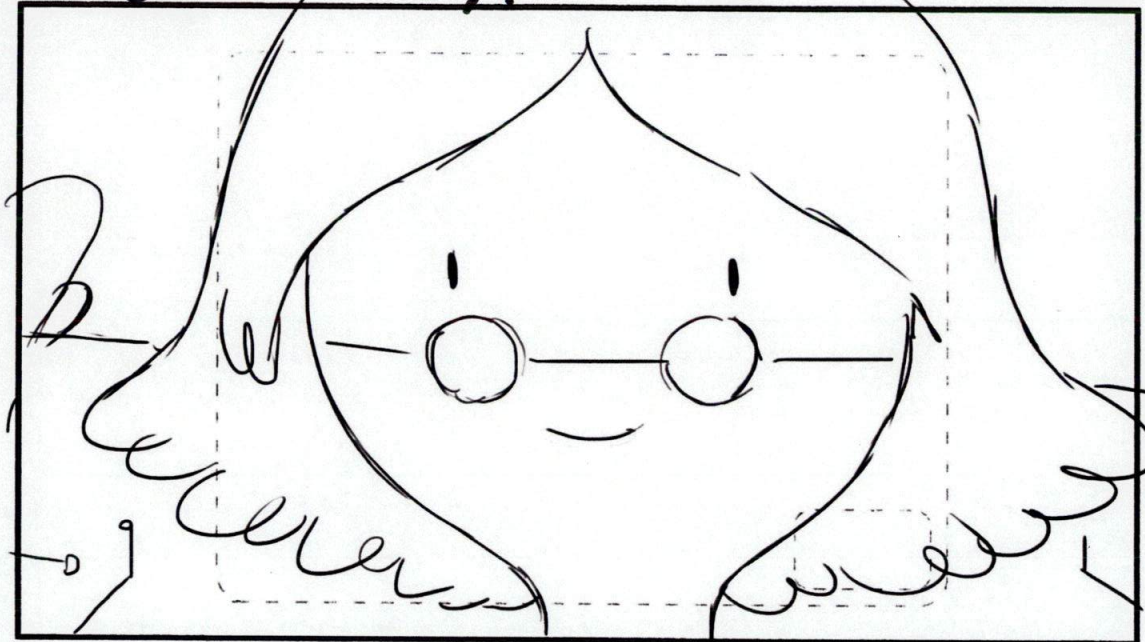


Sc. 138

Pnl. A

Bg.

day night



Dialog:

M, ACTUALLY ... I HAVEN'T SEEN
BETTY SINCE SHE CAME BACK
TO OOO.

S.P.

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

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ADVENTURE TIME

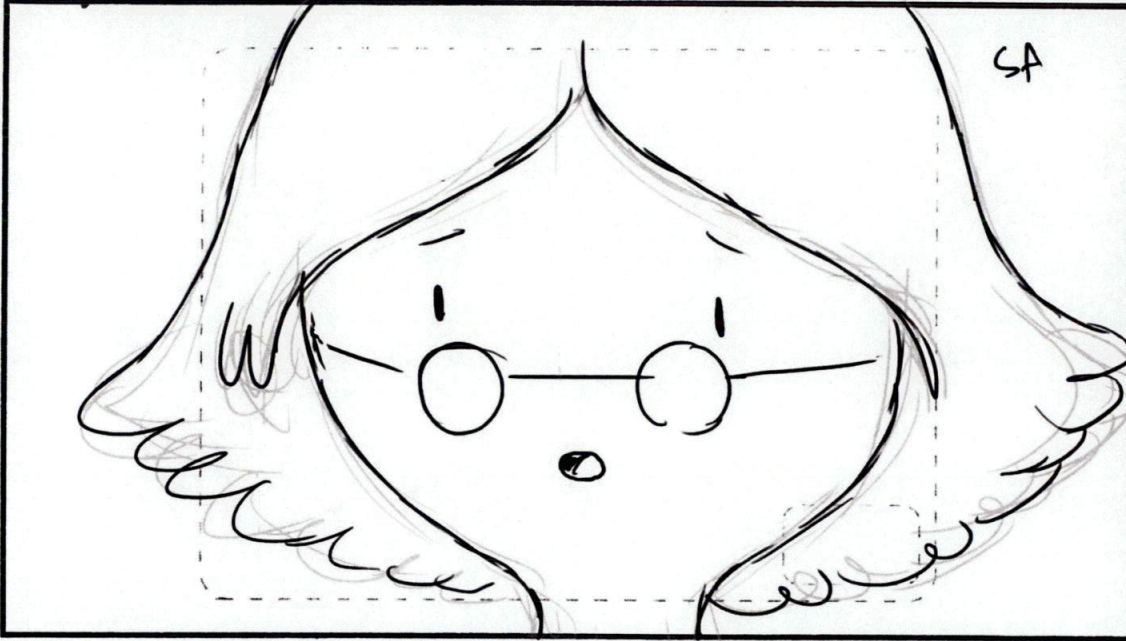


Page 177

Sc. 138 cont Pnl. B

Bg.

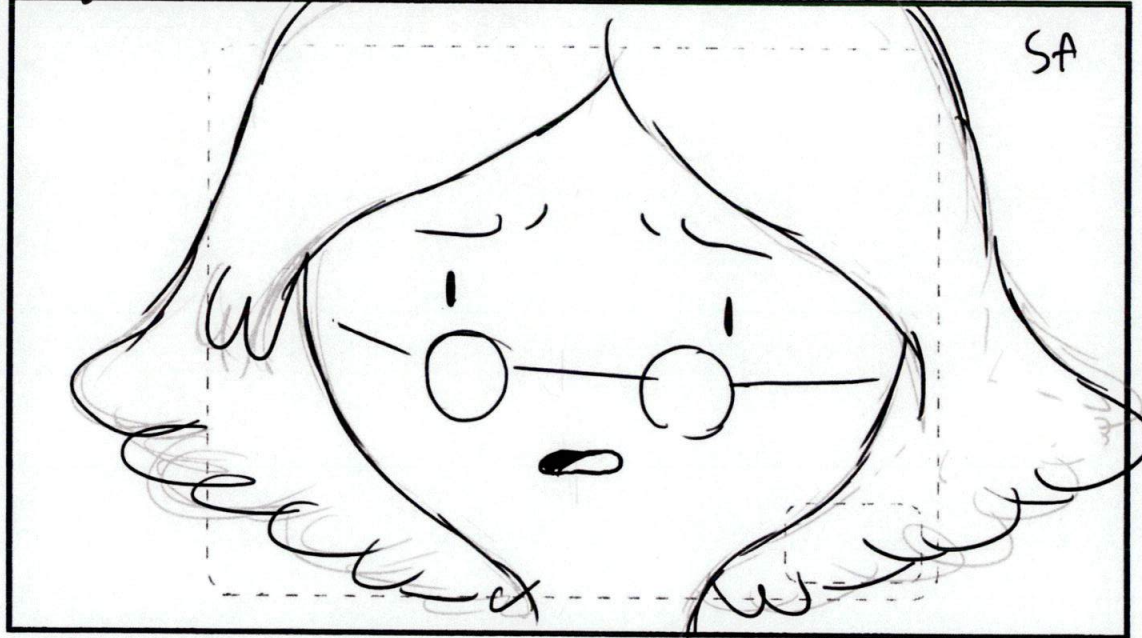
day night



Sc. 138 cont Pnl. C

Bg.

day night



Dialog:

S, BUT ... IF BETTY DIDN'T SEND YOU...-

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME

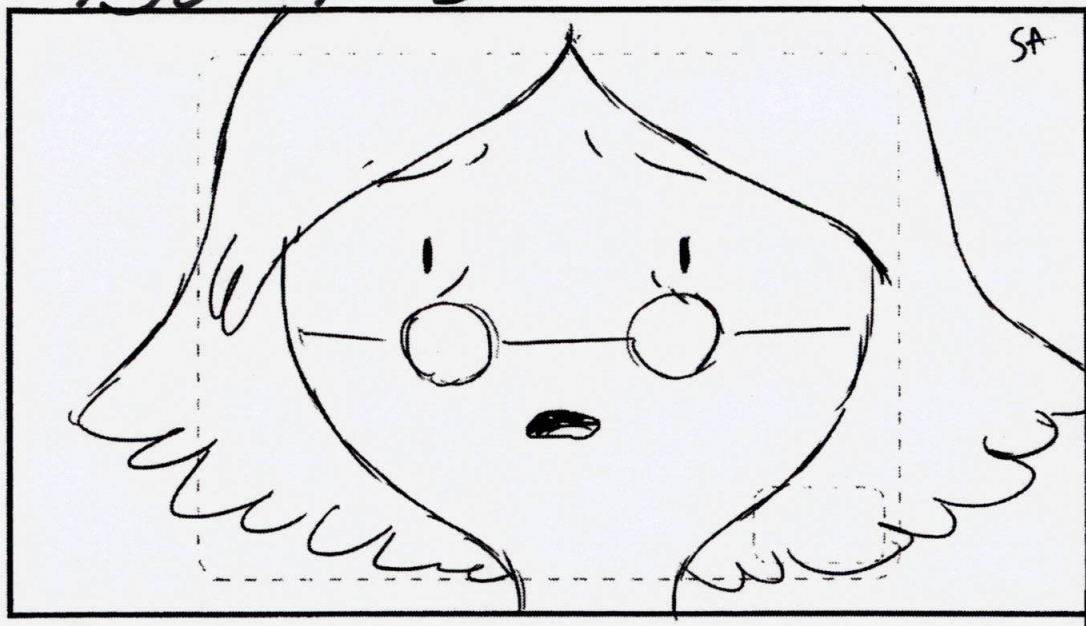


Page 178

Sc. 138 cont Pnl. D

Bg.

day night



SA

Sc. 139

Pnl. A

Bg.

day night



1034-234

EPISODE #

1034/234

Dialog:

S) -- WHY ARE YOU HERE?

M) THE CROWN IS GOING
BANANAS!

...

Action:

Timing:

SEP 18 2015

Production :

1034/234

1034/234

ADVENTURE TIME

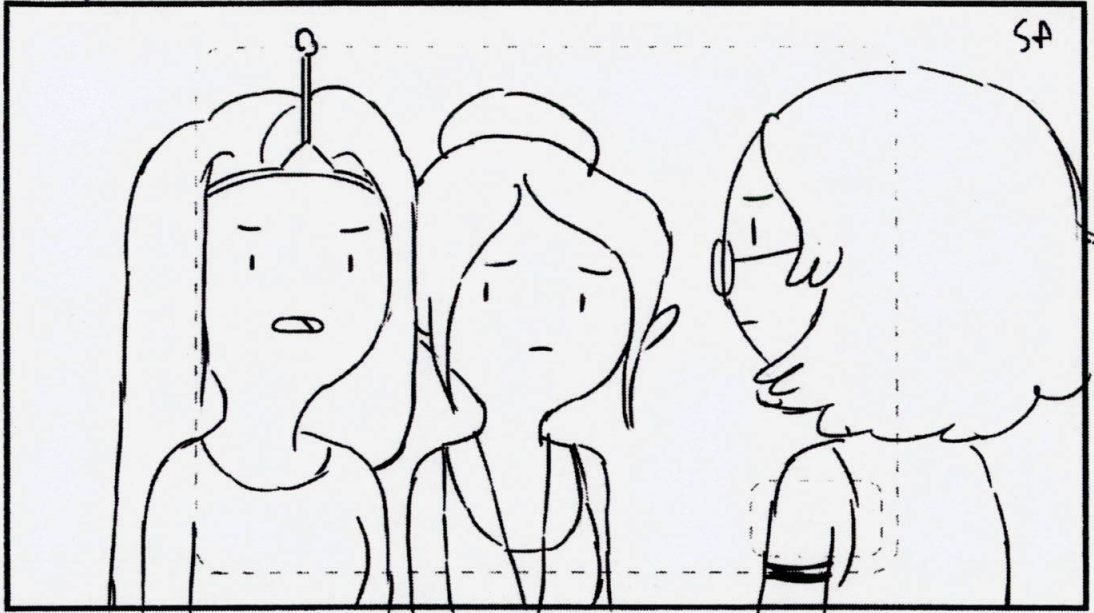


Page 179

Sc. 139 CONT Pnl. B

Bg.

day night

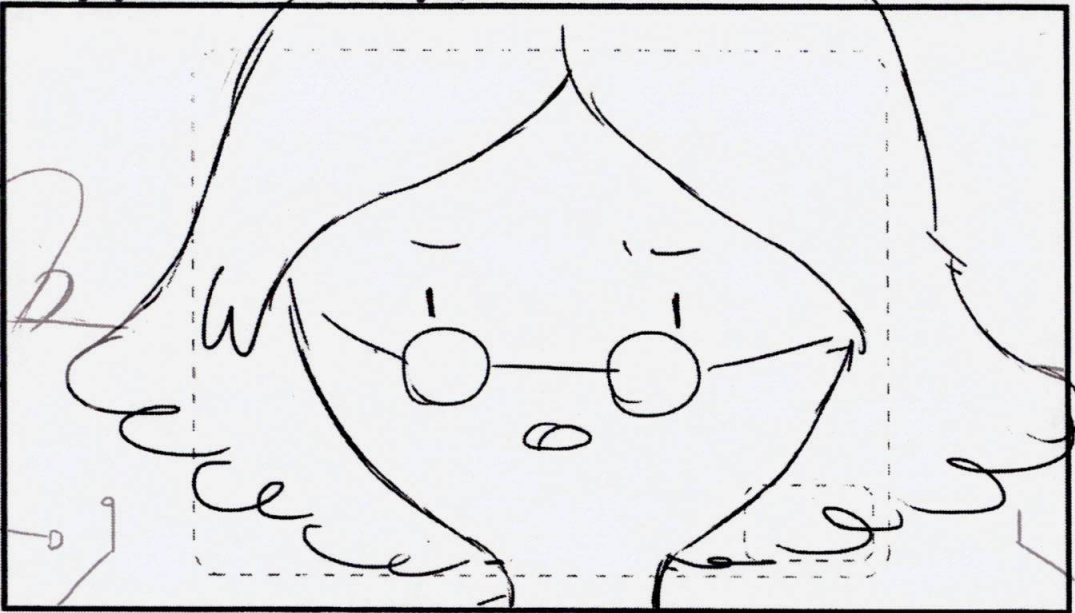


Sc. 140

Pnl. A

Bg.

day night



Dialog:

PB, IT'S MAKING ICE-KING ACT
SUPER WEIRD IN THE REAL WORLD.

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

Production :

1034/234

1034/234

1034/234

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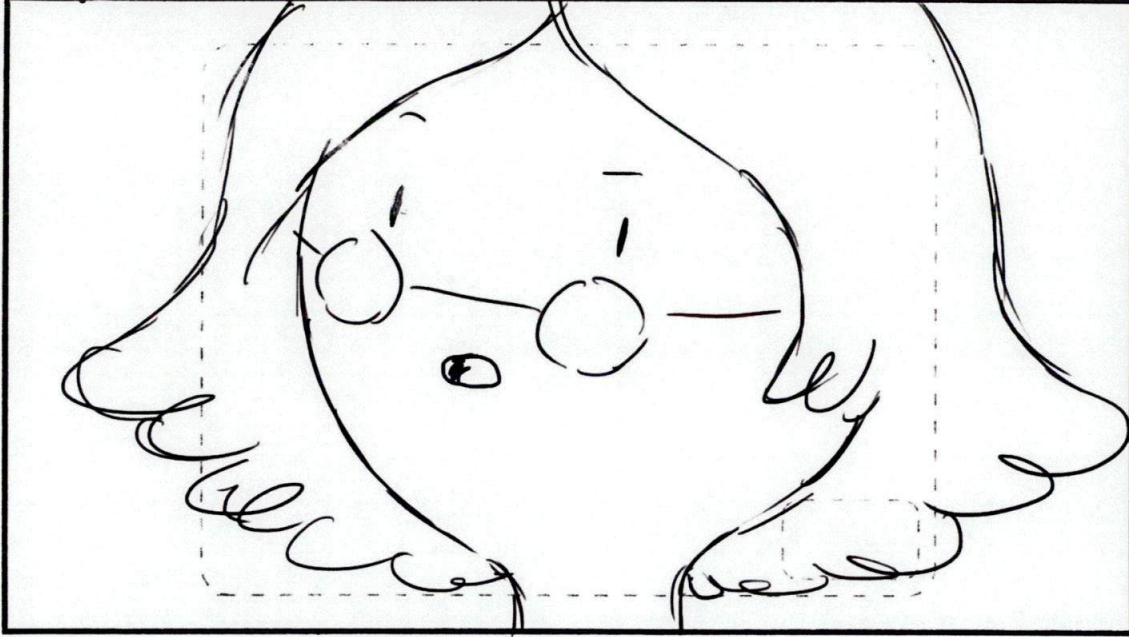
1034/234

ADVENTURE TIME

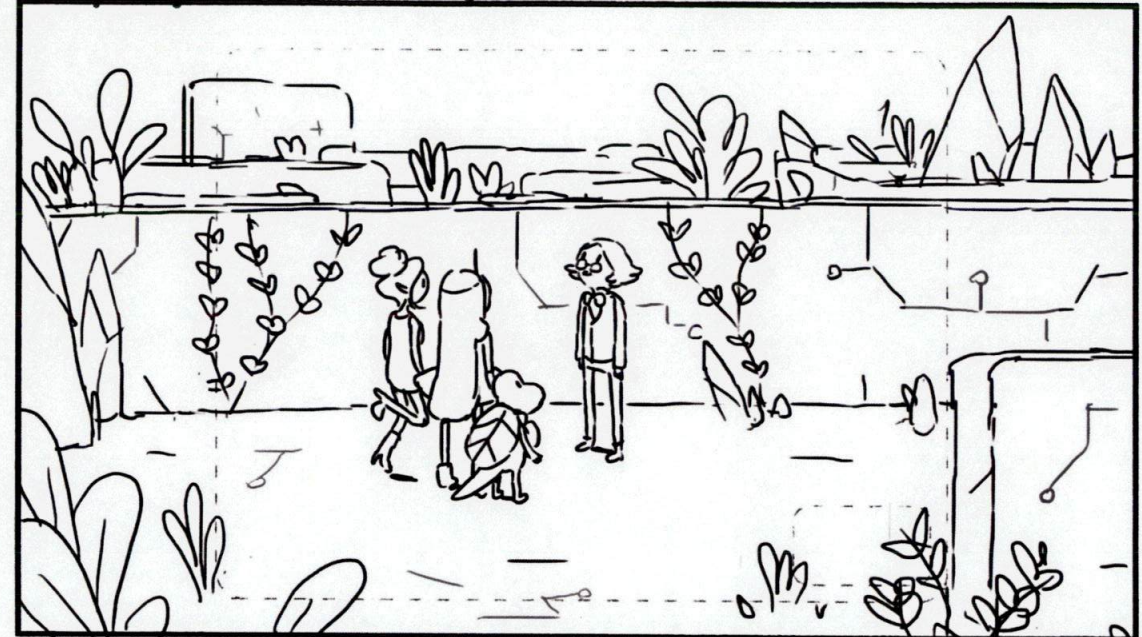


Page 180

Sc. 140 CONT Pnl. B Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog:	<u>S,</u> I SEE ...	<u>S,</u> IT SEEMS TO HAVE --
Action:	- RED CIRCUITS	
Timing:	SEP 18 2015	

EPISODE # 1034-234
1034/234
Production :

1034/234

1034/234

ADVENTURE TIME

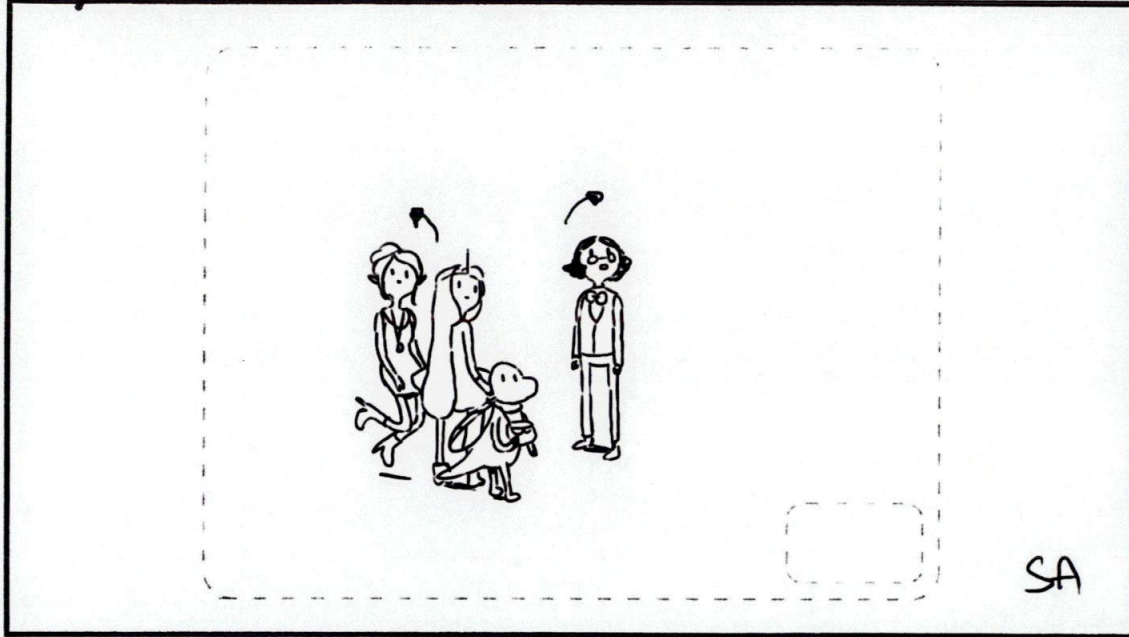


Sc. 141 CONT

Pnl. B

Bg.

day night

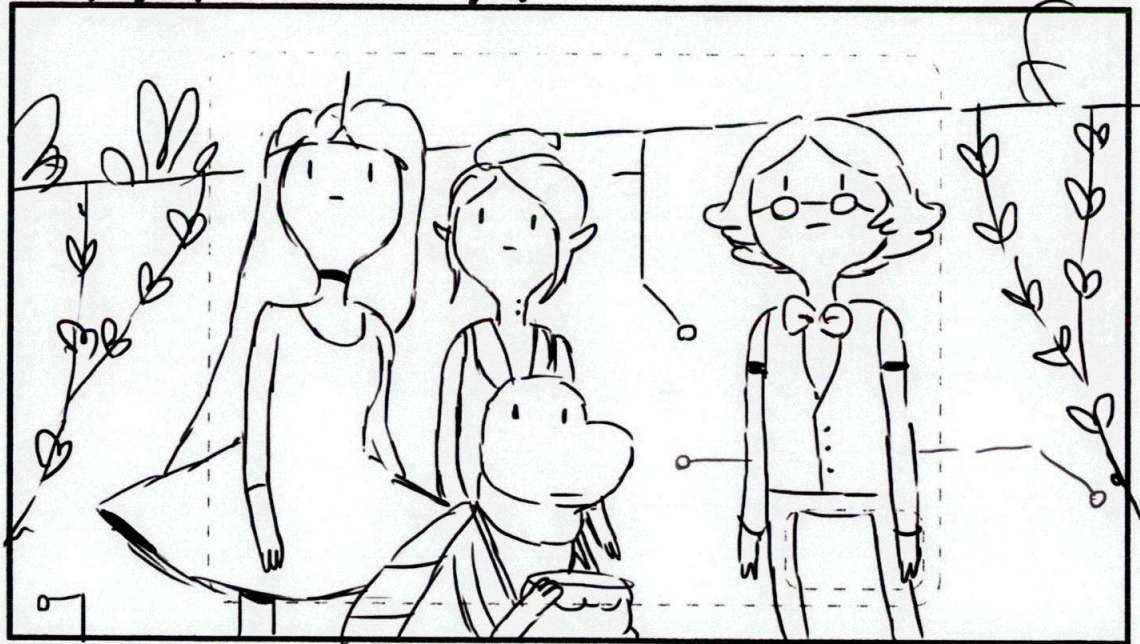


Sc. 142

Pnl. A

Bg.

day night



Page 181

Dialog:

S -- INFECTED MUCH OF THE CROWN'S
LABYRINTH...

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



Page 182

Sc. 142 cont Pnl. B

Bg.

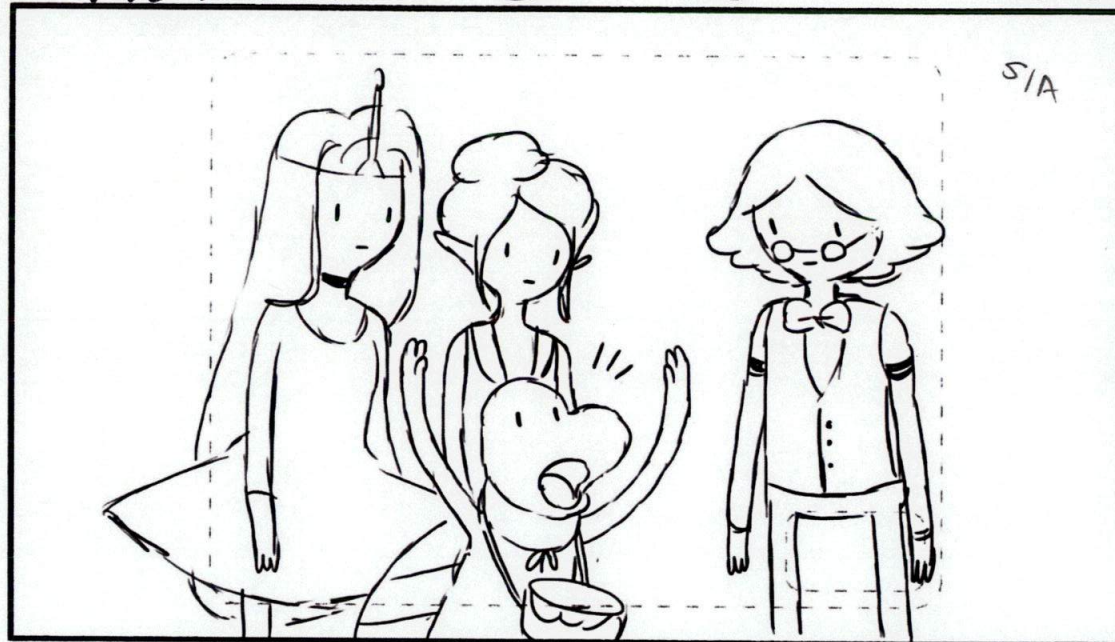
day night



Sc. 142 cont Pnl. C

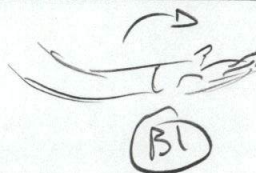
Bg.

day night



Dialog:

S, I WAS ACTUALLY
JUST ABOUT TO FOLLOW ITS
PATH OF DESTRUCTION



G, A QUEST!!

Action:

(SIMON MOTIONS TO
WALK CIRCUITS)

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME

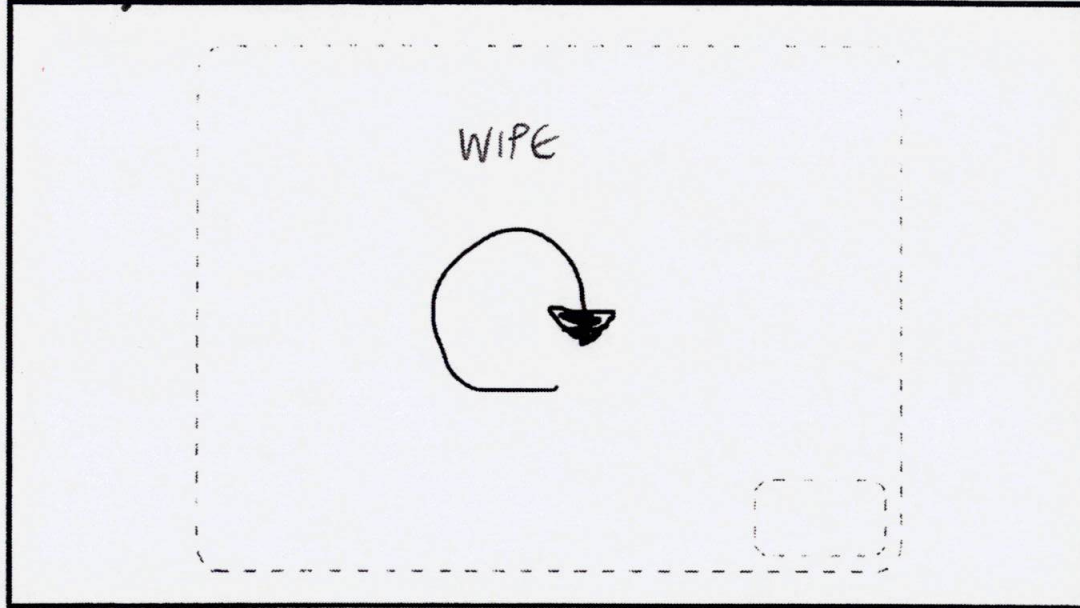


Page **183**
No PG 184
day night

Sc. **142 CONT** Pnl.

Bg.

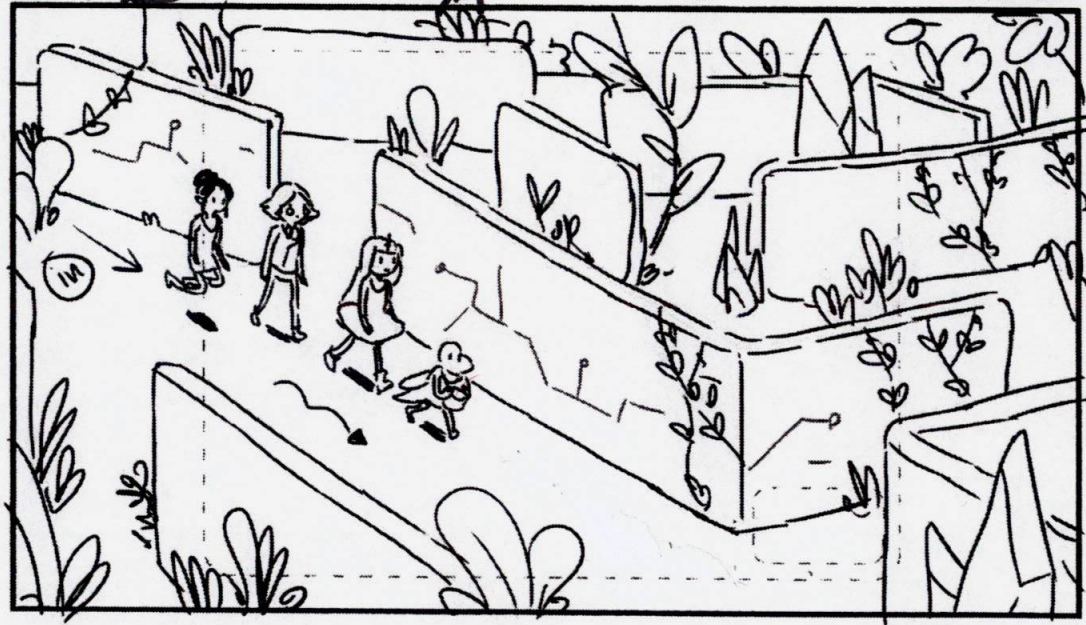
day night



Sc. **143**

Pnl. **A**

Bg.



EPISODE # **1034-234**

1034/234

Dialog:

SFX: * DRUMMING *

Action:

Timing:



GUNTHER, PB, SIMON, MARCELINE WALK THROUGH MAZE.



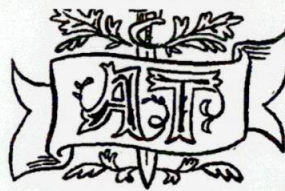
SEP 17 2015

Production :

1034'234

1034/234

ADVENTURE TIME



Sc. **144**

Pnl. **A**

Bg.

day night



Sc. **144 CONT** Pnl. **B**

Bg.



Page **185**
185A NEXT
day night

Dialog:

SJ HEY,

ADJ PAN

Action:

- G+ PB ROUND CORNER,

SEP 17 L.

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME



Sc. 144 *CONT* Pnl. C

Bg.

day night

Sc.

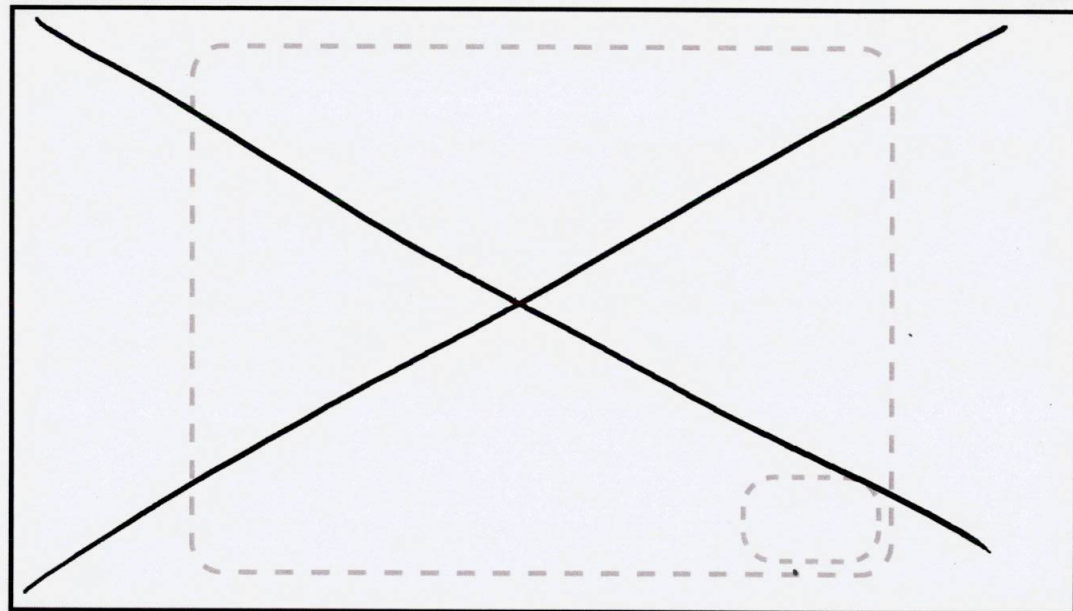
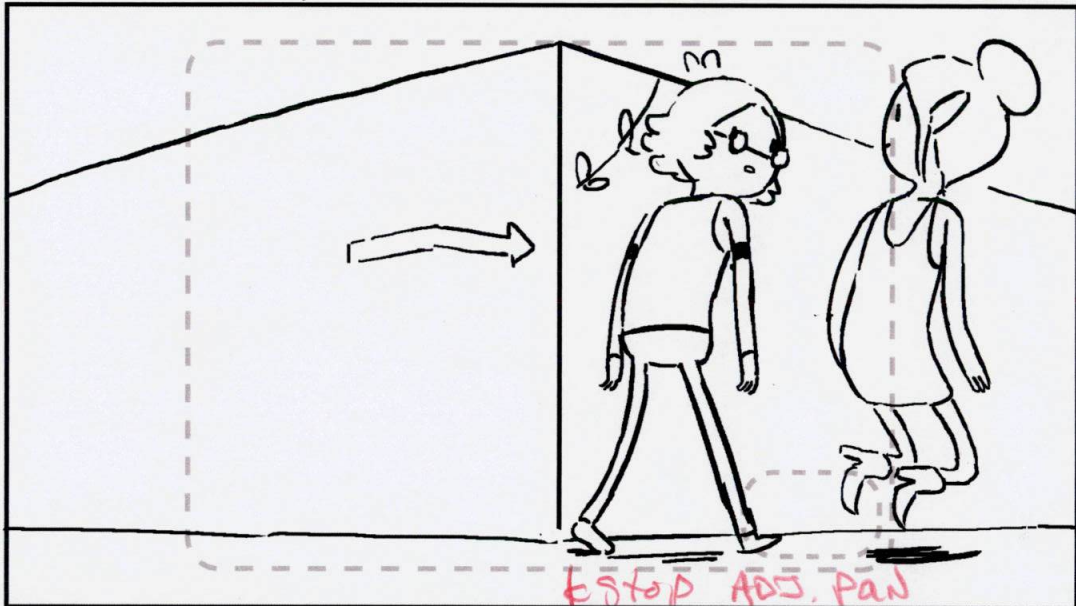
Pnl.

Bg.

Page 185A

day night

186 NEXT

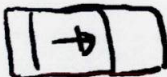


Dialog:

S/ MARLY ...

Action:

CAM ADS B → C



Timing:

SEP 17 2015

EPISODE #

Production:

1034/234

1034/234

ADVENTURE TIME



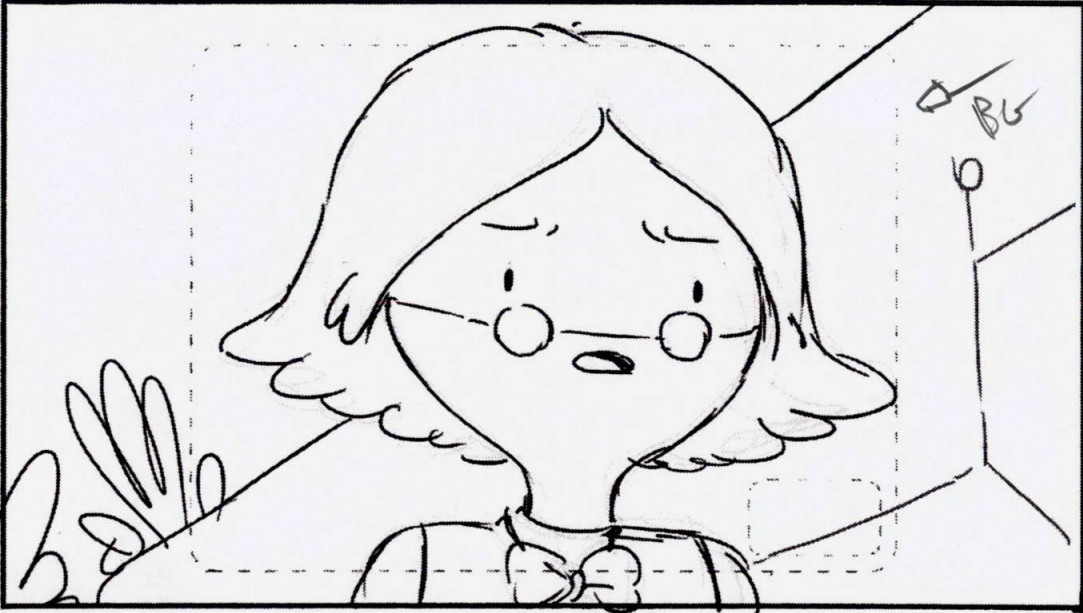
Page 186

Sc. 145

Pnl. A

Bg.

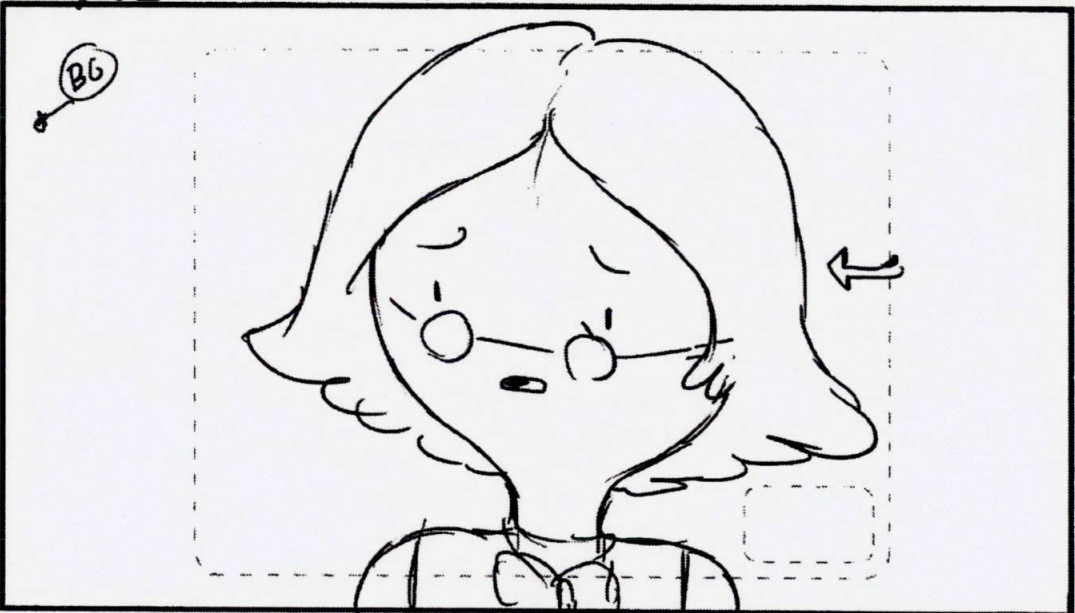
day night



Sc. 145 CONT Pnl. B

Bg.

day night



Dialog:

S) LAST TIME ... I WAS SO
CAUGHT UP IN MAKING THINGS RIGHT
WITH BETTY ...

Action:

Timing:



S) ~~WHEN YOU GOT LEFT OUT~~
Right with Betty that

SEP 17 2015

Production :

EPISODE #

1034-234

1034/234

1034/234

ADVENTURE TIME

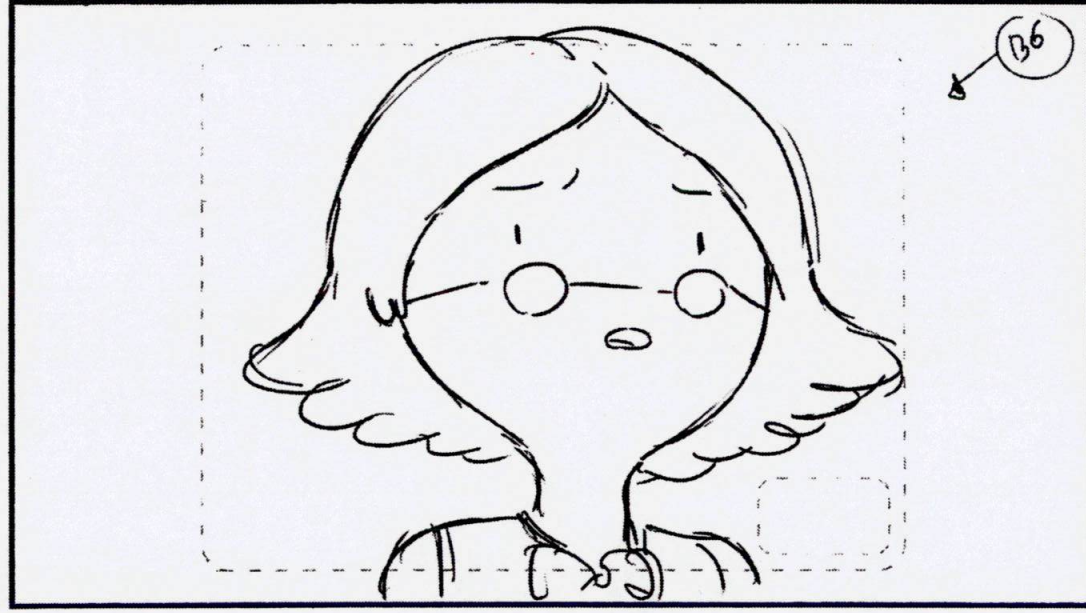


Page **187**

Sc. **145 CONT** Pnl. **C**

Bg.

day night



Sc. **146**

Pnl. **A**

Bg.

day night



Dialog:

(S) you got left out

Action:

Timing:

SEP 17 2015

EPISODE # **1034-234**

Production :

1034/234

1034/234

ADVENTURE TIME



Page **188**

Sc. **146 cont** Pnl. **B**

Bg.

day night



Sc. **147**

Pnl. **A**

Bg.

day night



Dialog:

S, I'm SORRY...

(SP)

Action:

SEP 17 2015

Timing:

1034-234

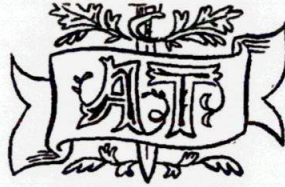
EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



NO SC 148

Page 189
NO PG 190
day night

Sc. 147 CONT Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:	<u>m)</u> IT'S OK. - I GET IT.
Action:	SEP 17 2015
Timing:	

1034-234

EPISODE #

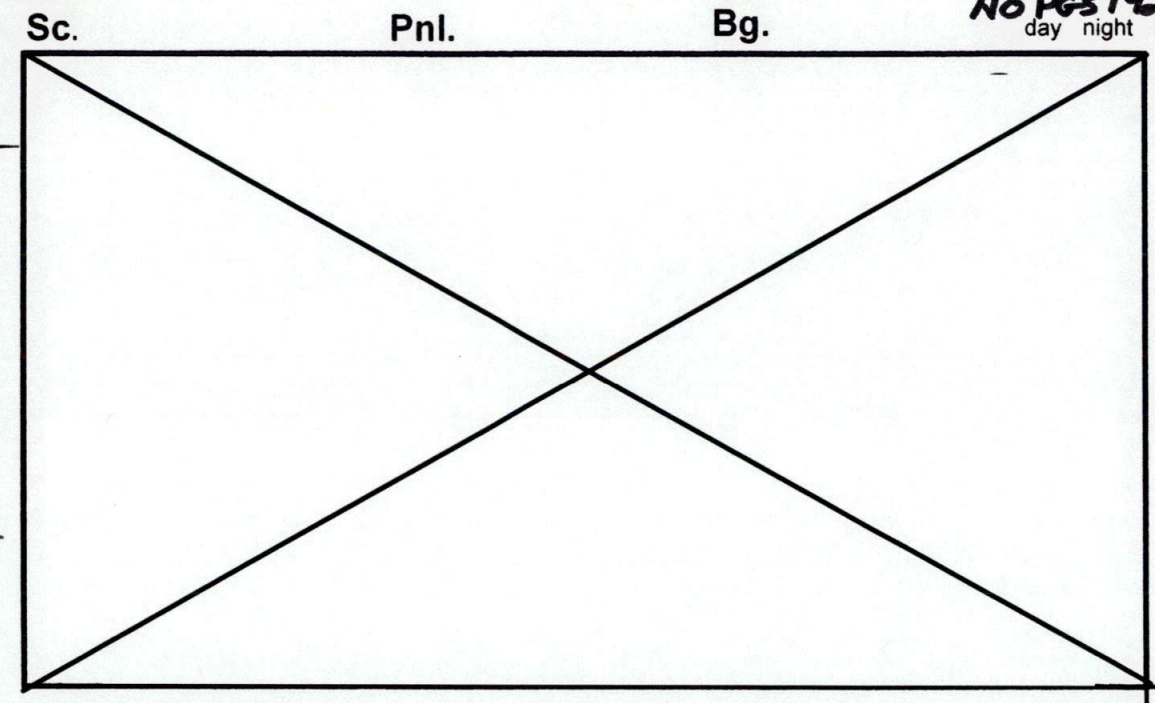
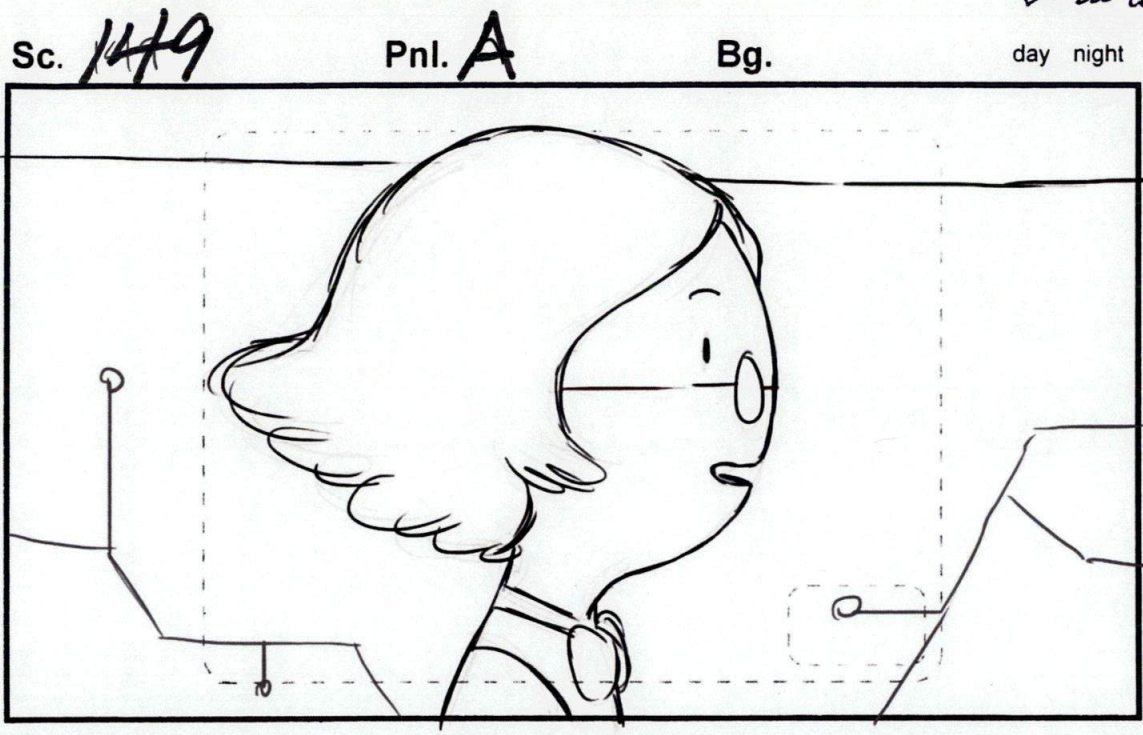
1034/234

Production :

ADVENTURE TIME



Page **191**
NO PGS 192-193
day night



Dialog:	S) SOOO ...
Action:	
Timing:	

SEP 17 2015

1034-234

EPISODE #

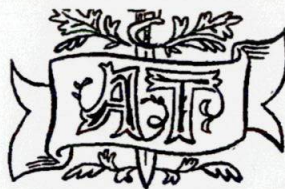
1034/234

Production :

1034/234

1034/234

ADVENTURE TIME



No Scs. 150-151

Page 194

Sc. 149 *CONT* Pnl. B

Bg.

day night



Sc. 152

Pnl. A

Bg.

day night



Dialog:

S, GOT A BOYFRIEND YET?

Action:

SEP 17 2015

Timing:

EPISODE #

1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

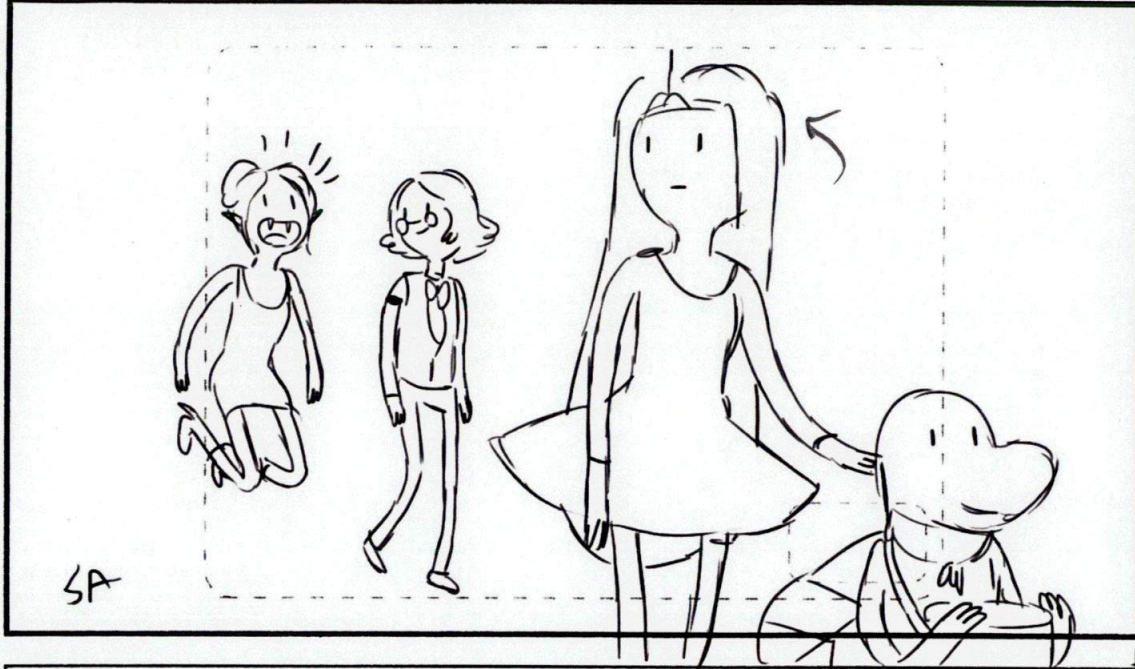


Page 195

Sc. 152 CONT Pnl. B

Bg.

day night



Sc. 152 CONT Pnl. C

Bg.

day night



Dialog:

M, HAAH! NO!!

Action:

Timing:

SEP 18 2015

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



Page 196

Sc. 152 cont Pnl. D Bg. day night



Sc. 152 cont Pnl. E Bg. day night



Dialog:

M, THERE WAS THIS GUY ONCE, BUT HE WAS A REAL JERK. SO I DUMPED HIM HARD.

S, WISH I'D BEEN THERE TO PUNCH HIS FACE!

Action:

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

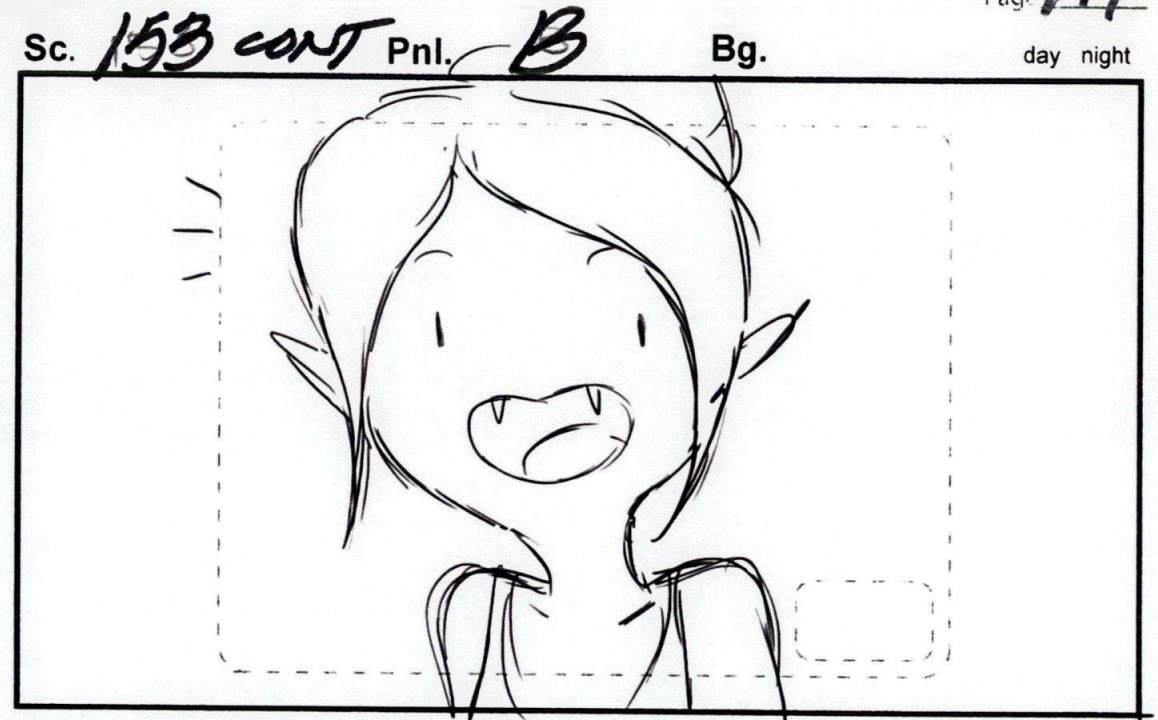
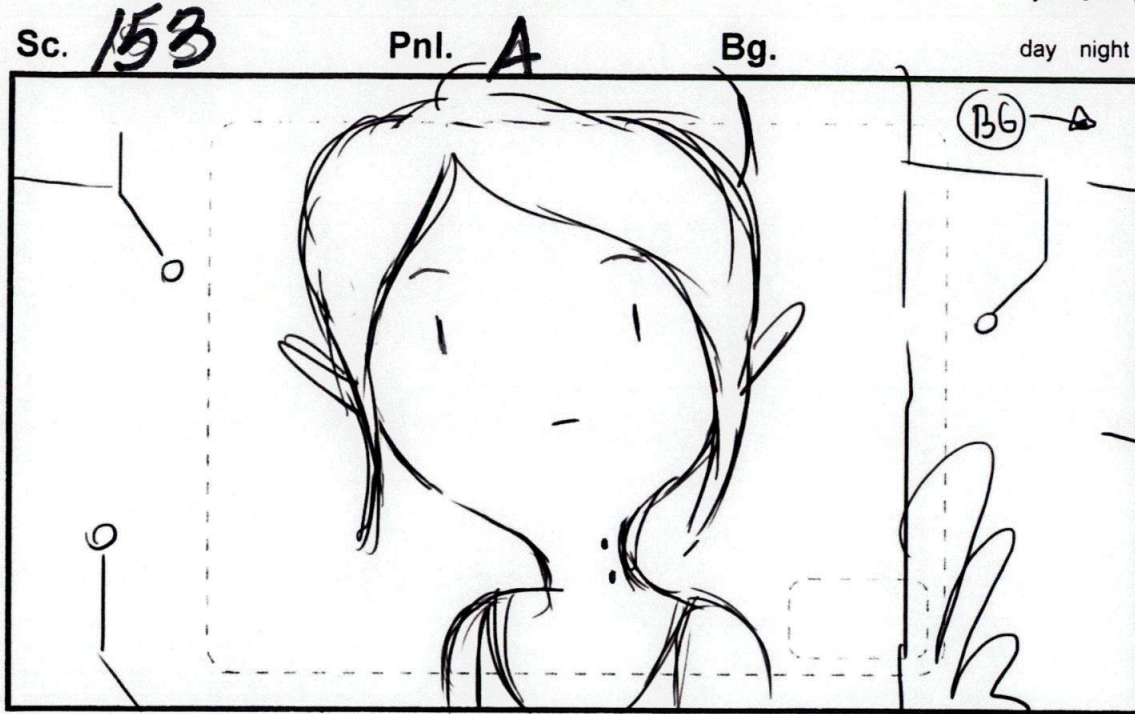
Production :

1034/234

ADVENTURE TIME



Page 197



Dialog:

m/ SIMON!

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production :

1034/234

ADVENTURE TIME



Page 198

Sc. 154

Pnl. A

Bg.

day night



Sc. 154 CONT

Pnl. B

Bg.

day night



Dialog:

M) I CAN PUNCH MY OWN

u

JERKS NOW S/ Hahaha

SFX: * THMP *

Action:

- M. PLAYFULLY PUNCHES S'S SHOULDER.
SEP 18 2010

Timing:

EPISODE #

1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

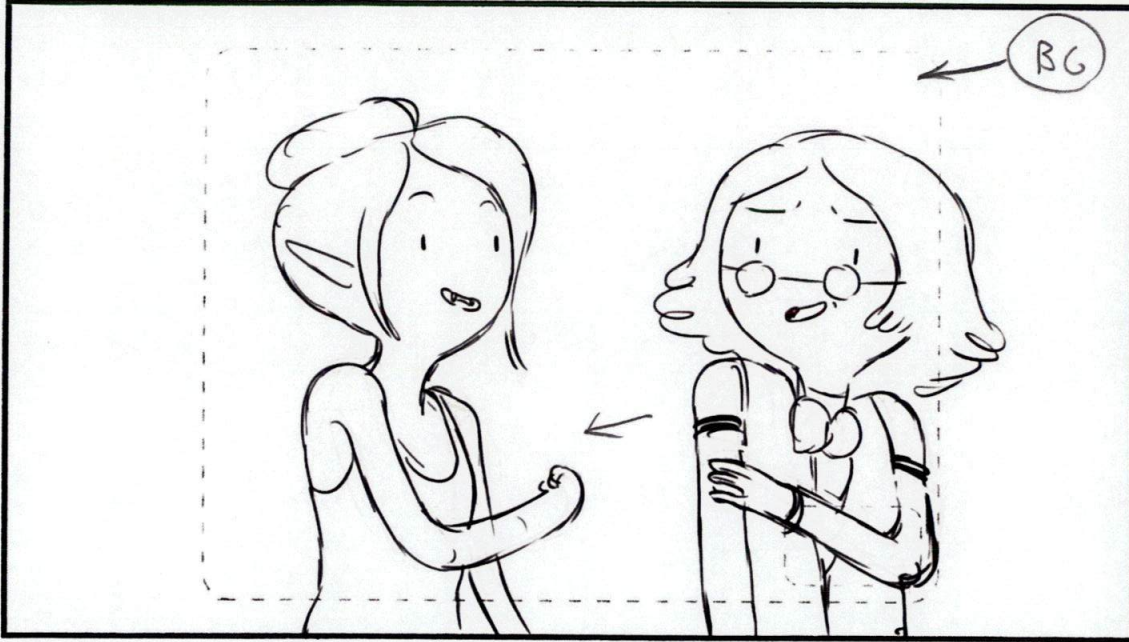


Page 199

Sc. 154 cont Pnl. C

Bg.

day night

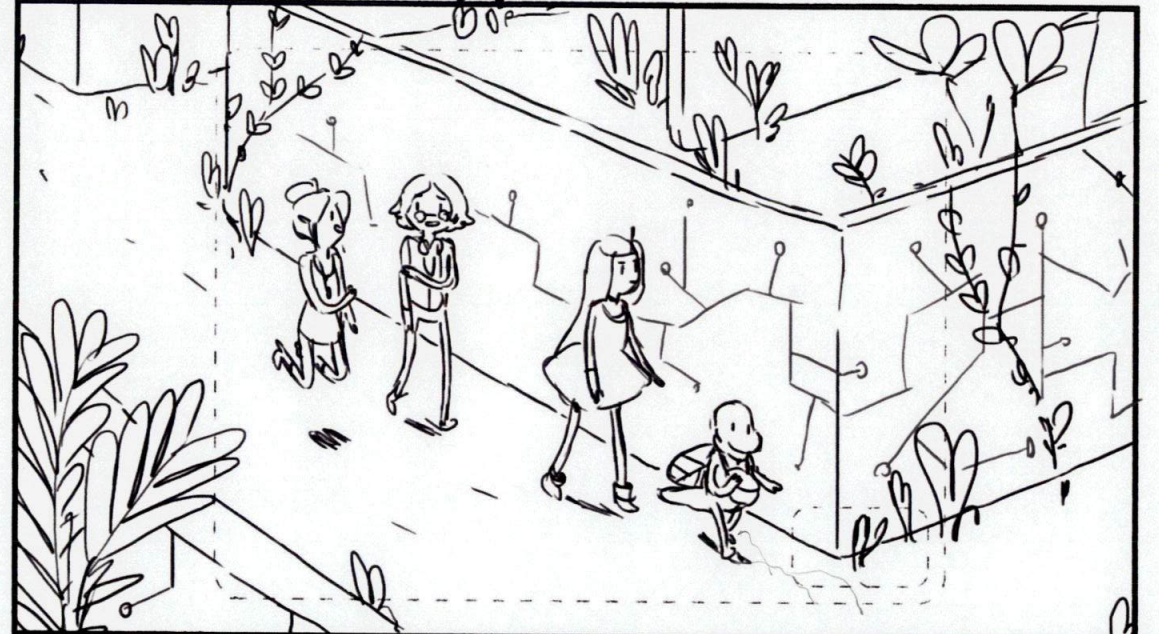


Sc. 155

Pnl. A

Bg.

day night



Dialog:

SJ - OW...

Action:

SEP 18 2015

< HIGHER CONCENTRATION OF RED CIRCUITS >

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

1034/234

1034/234

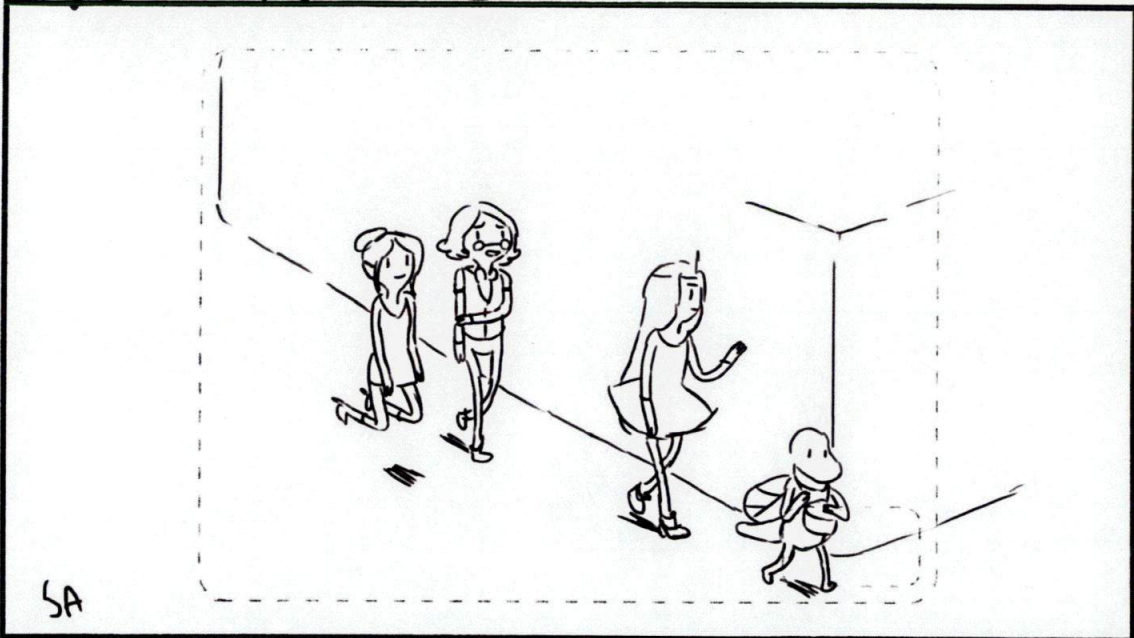
ADVENTURE TIME



Sc. 155 cont Pnl. B

Bg.

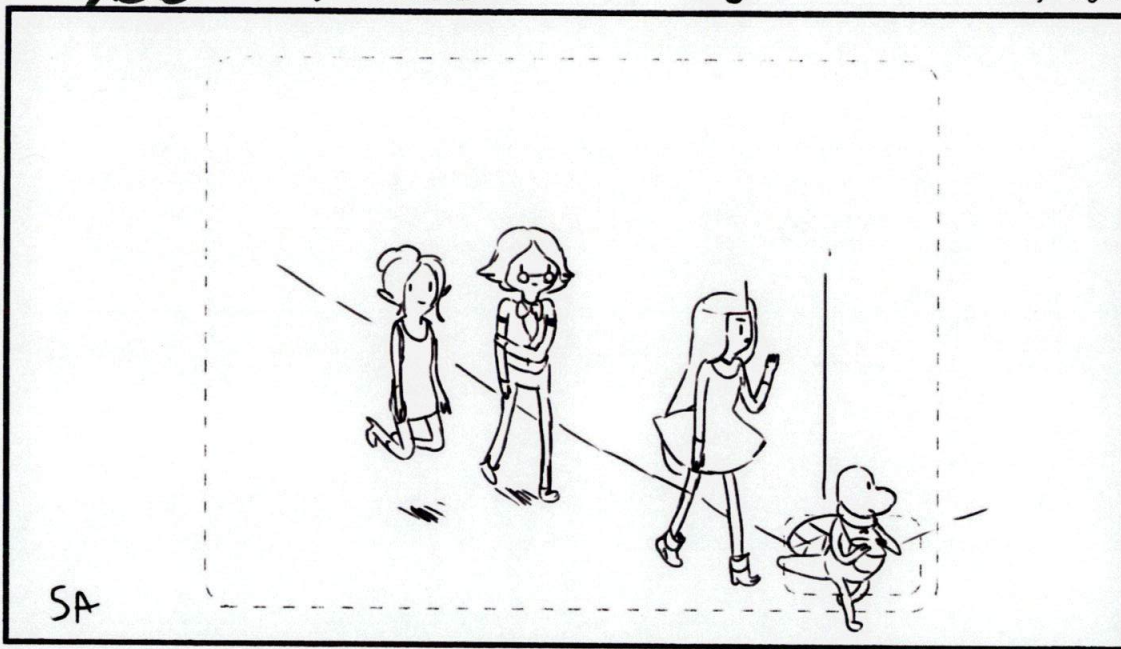
day night



Sc. 155 cont Pnl. C

Bg.

day night



Dialog:

SFX: * DRUMMING *

Action:

Timing:

SEP 18 2011

1034-234

EPISODE #

1034/234

Production :

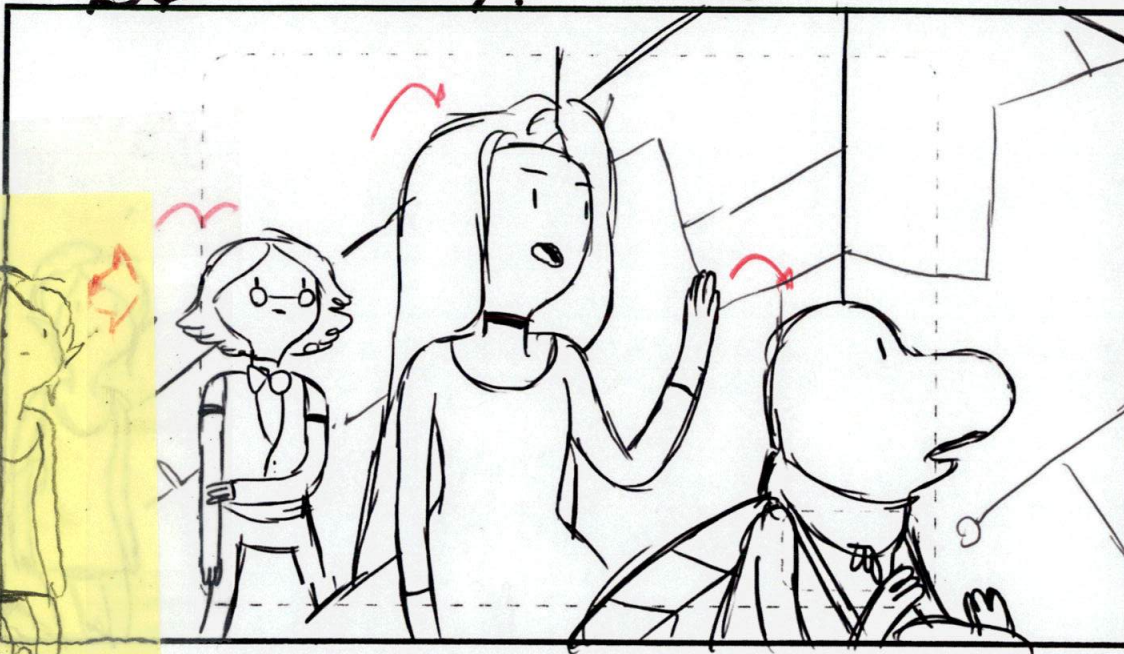
1034/234

ADVENTURE TIME

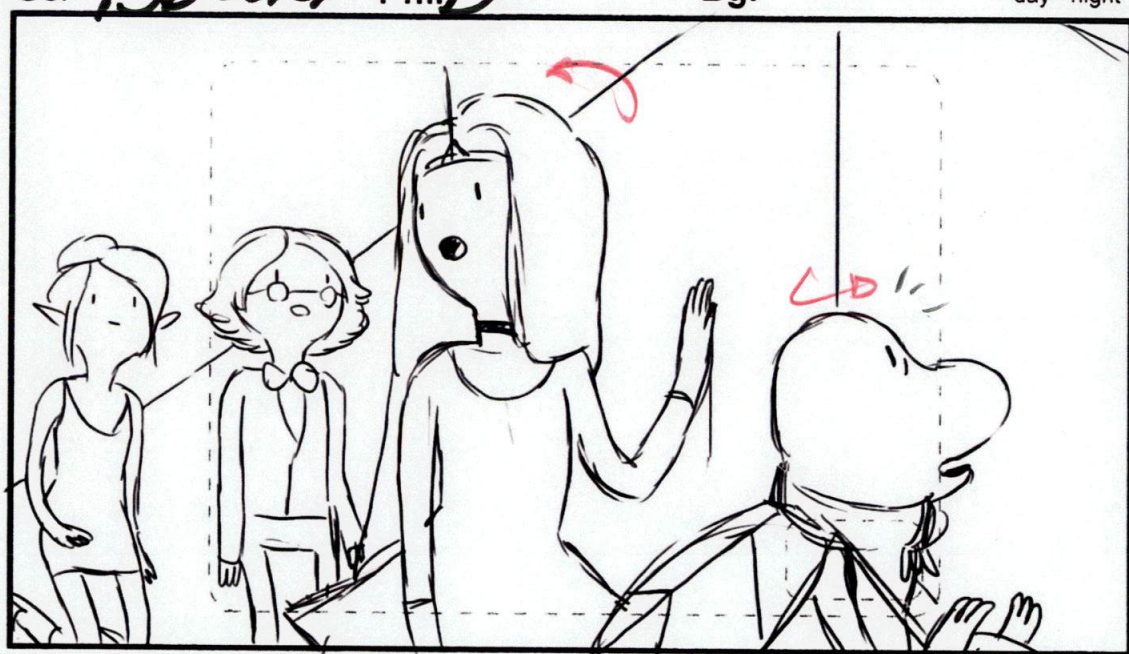


Page 201

Sc. 156 Pnl. A Bg. day night



Sc. 156 CONT Pnl. B Bg. day night



Dialog:

PB, IT'S GETTING PRETTY BAD. I
THINK WE'RE CLOSE,

Action:

Timing:



(G. DRUMS INTENSLY)
SEP 18 2015
(FAST) CYCLE ①, ②, ①, ② ect

1034-234

EPISODE #

1034/234

Production :

1034/234

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ADVENTURE TIME

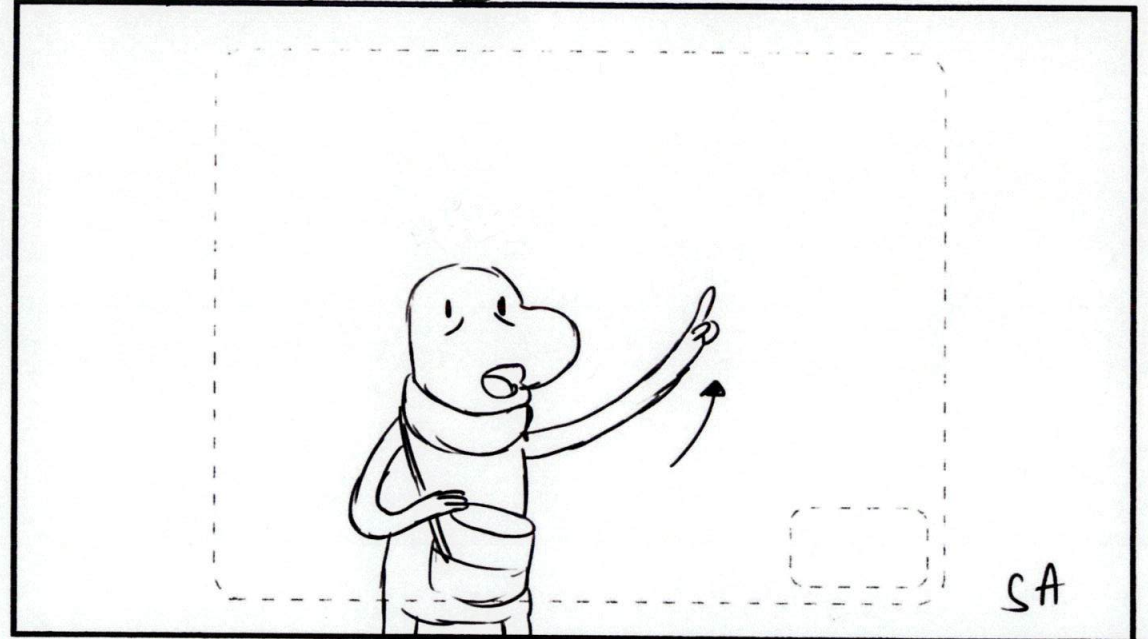


Page 202

Sc. 157 Pnl. A Bg. day night



Sc. 157CONT Pnl. B Bg. day night



Dialog:
G) CAN'T YOU HEAR MY INTENSE
DRUMMING !!

Action:
CYCLE ①, ②, ①, ② ect
(FAST)

Timing:



SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

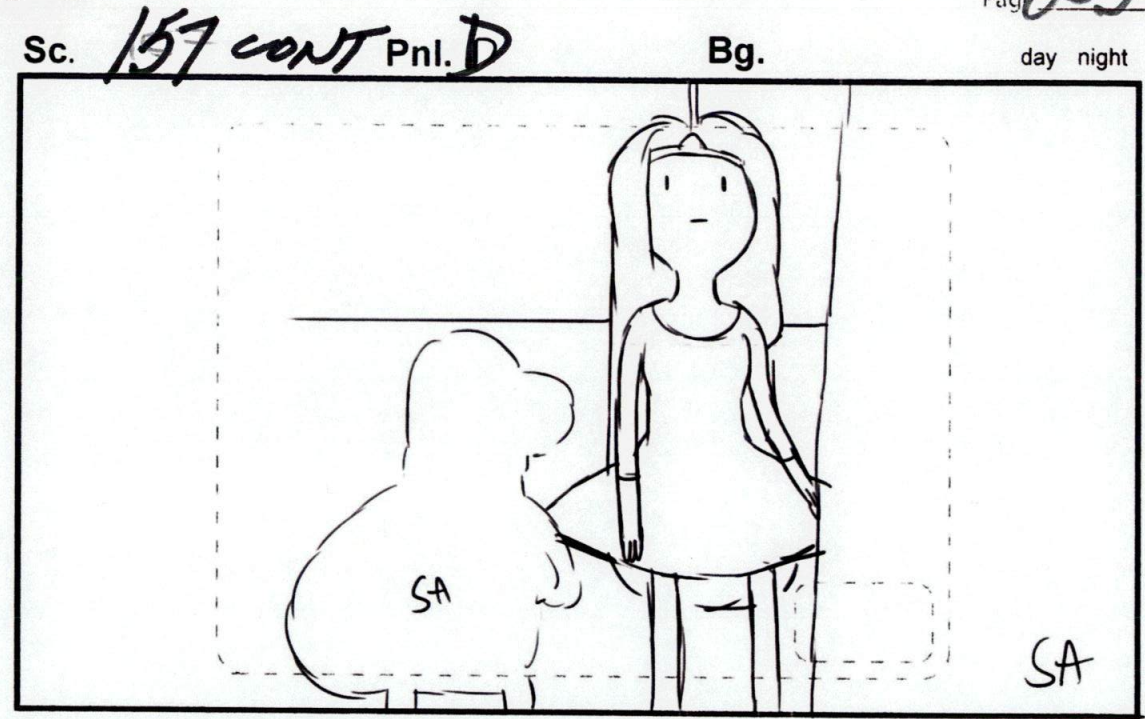
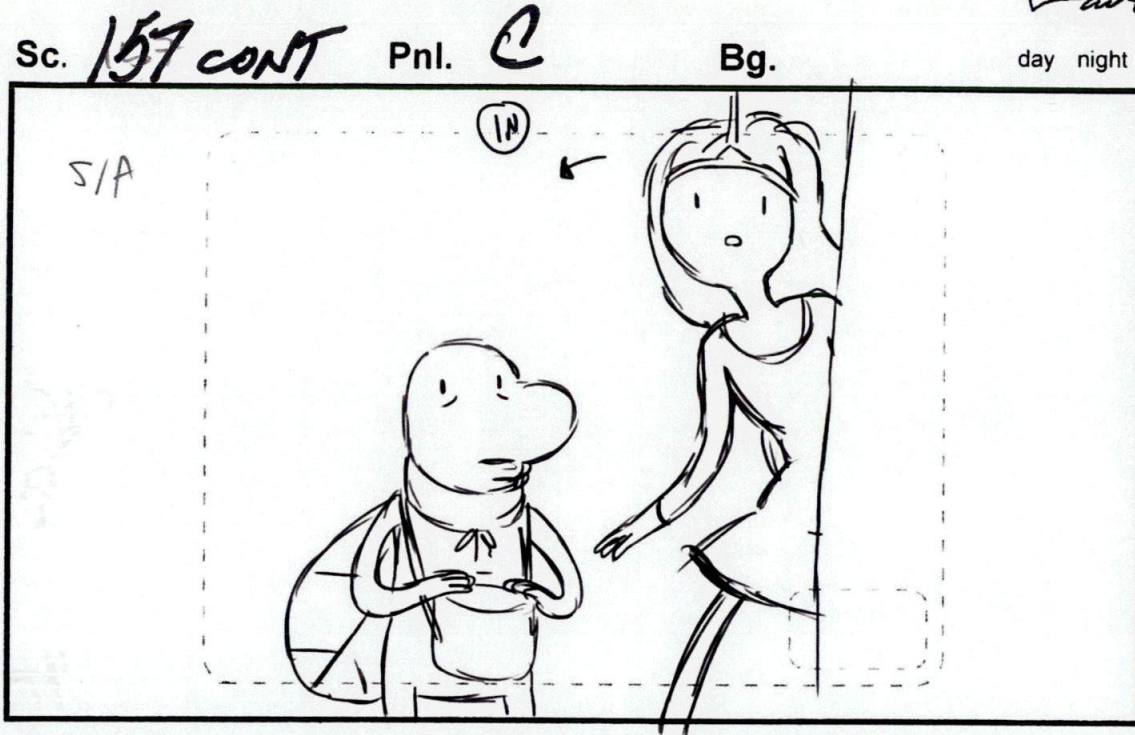
1034/234

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ADVENTURE TIME



Page 203



Dialog:
Action: - PB COMES AROUND CORNER.
Timing:

SEP 18 2015

EPISODE # 1034-234

Production :

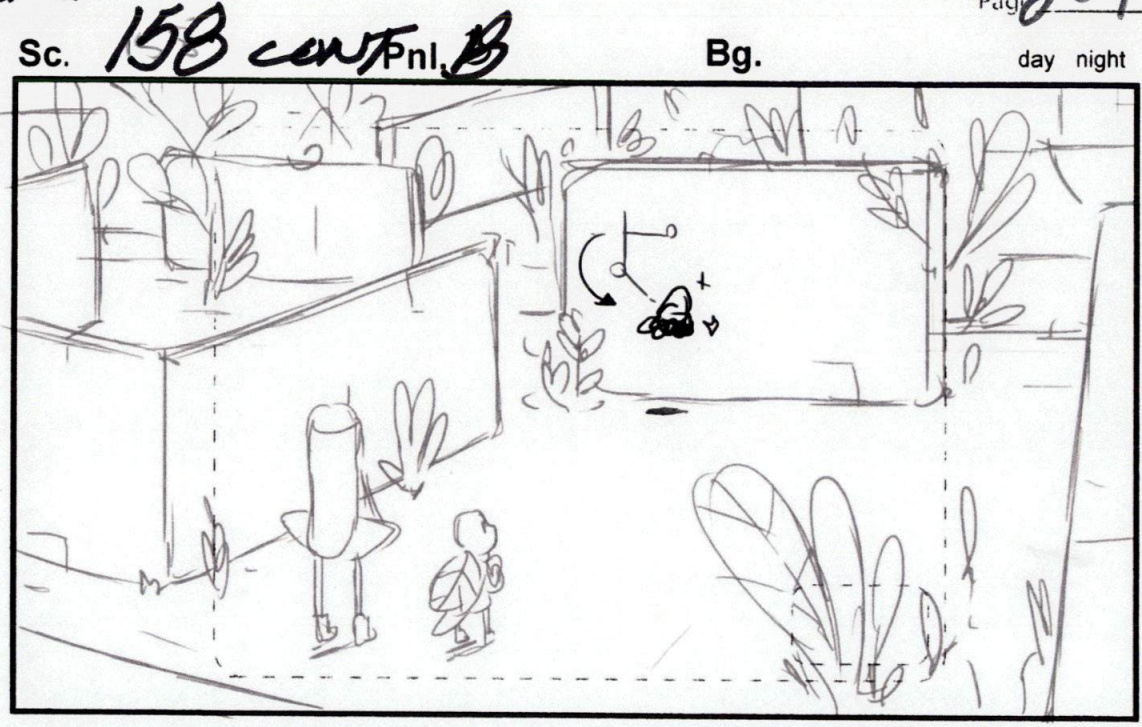
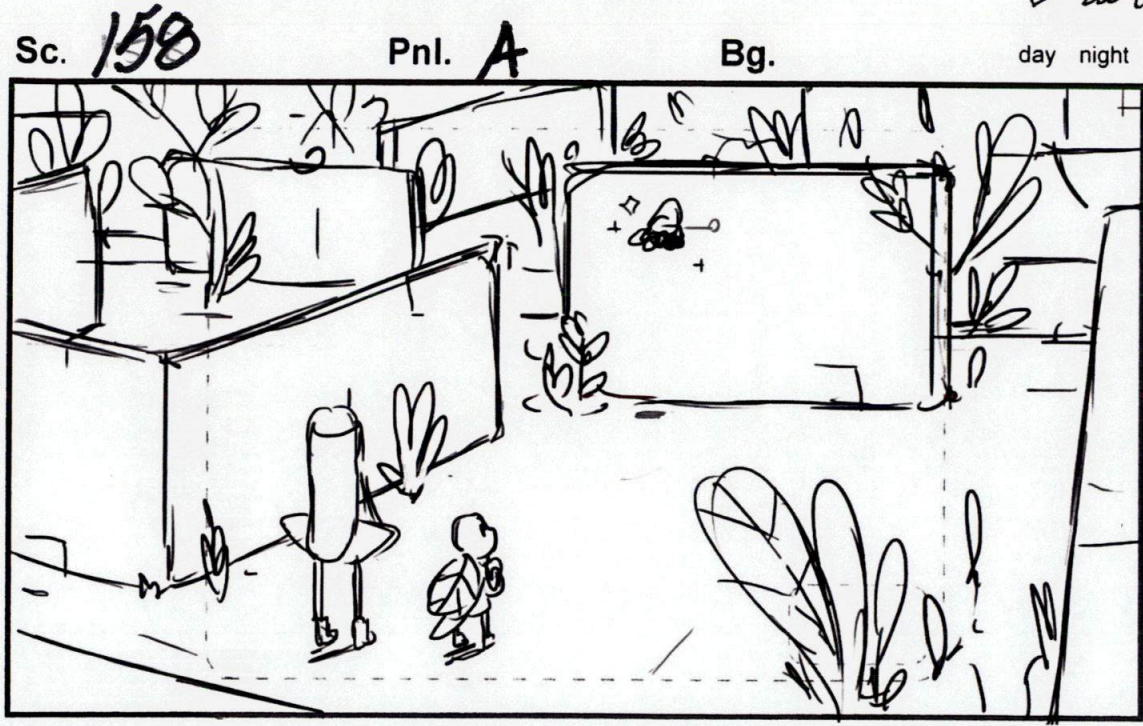
1034/234

1034/234

ADVENTURE TIME



Page 204



Dialog:	<p><u>SFX: * MAGIC *</u></p>
Action:	<p>- BETTY SPRITE "INFECTS" WALL. AS IT FLOATS AROUND</p> <p>SEP 18 2015</p>
Timing:	

EPISODE # 1034-234

Production :

ADVENTURE TIME



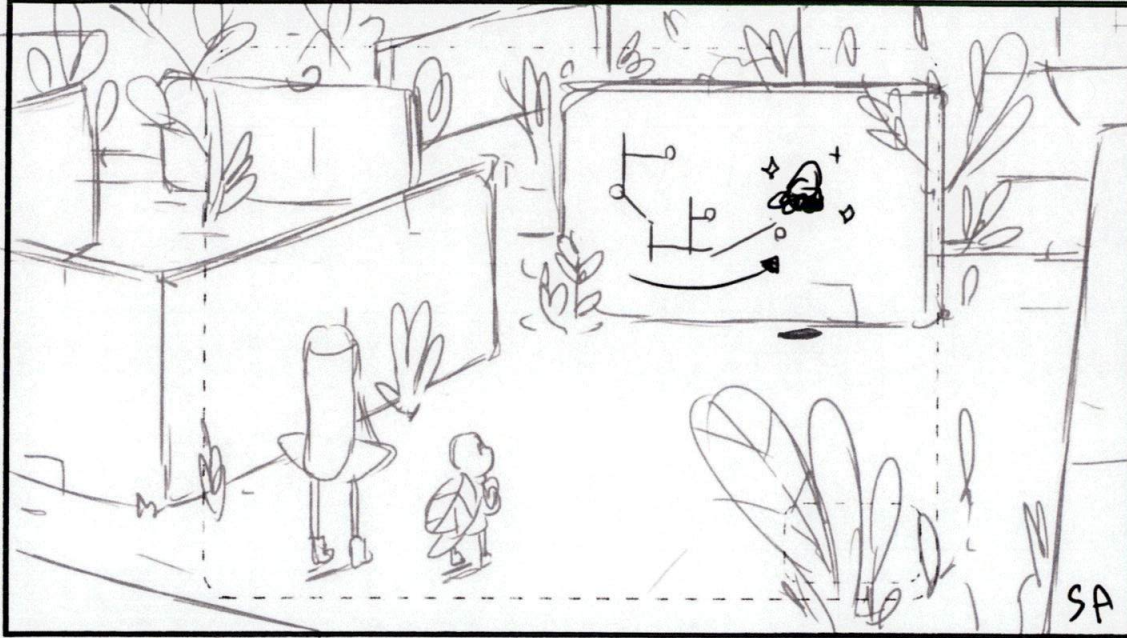
NO
SC
159

Page **205**
NO PG 206
day night

Sc. **158 cont** Pnl. **C**

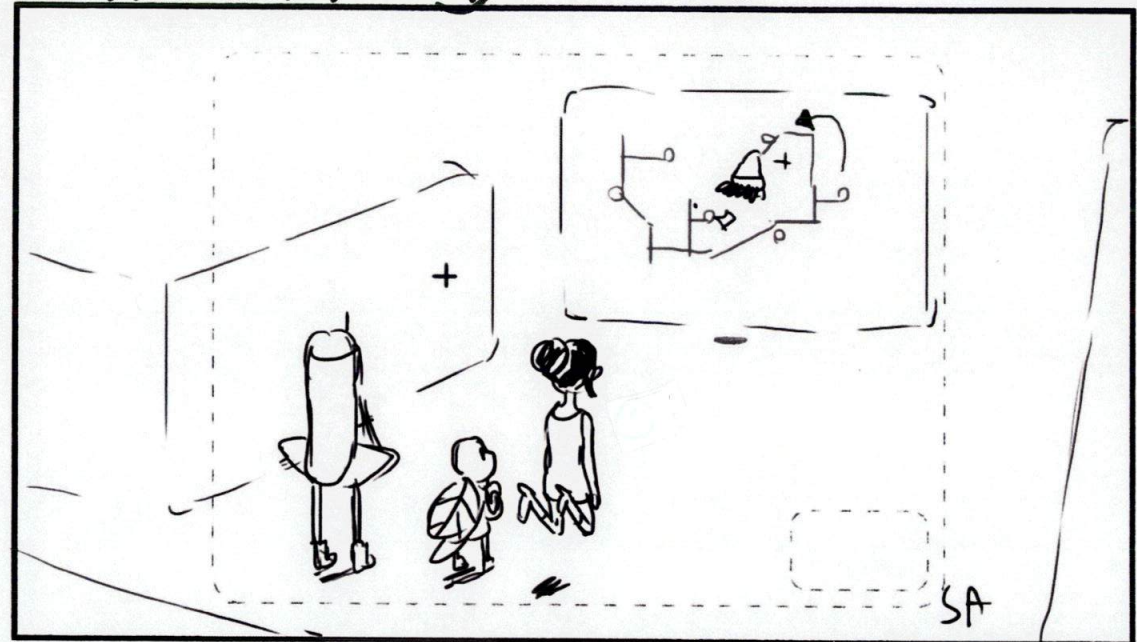
Bg.

day night



Sc. **158 cont** Pnl. **D**

Bg.



Dialog:

Action:

Timing:



(UO)
Betty/ (humming)

- M. FLOATS ON/S.

SEP 18 2015

1034-234

EPISODE #

1034/234

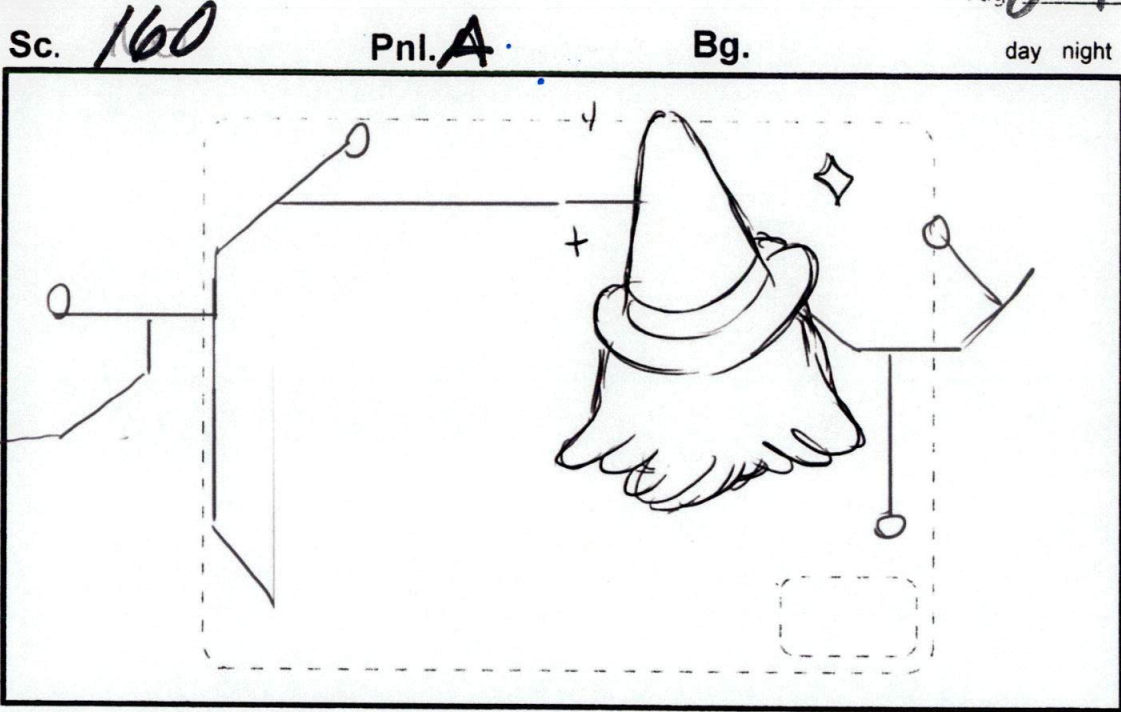
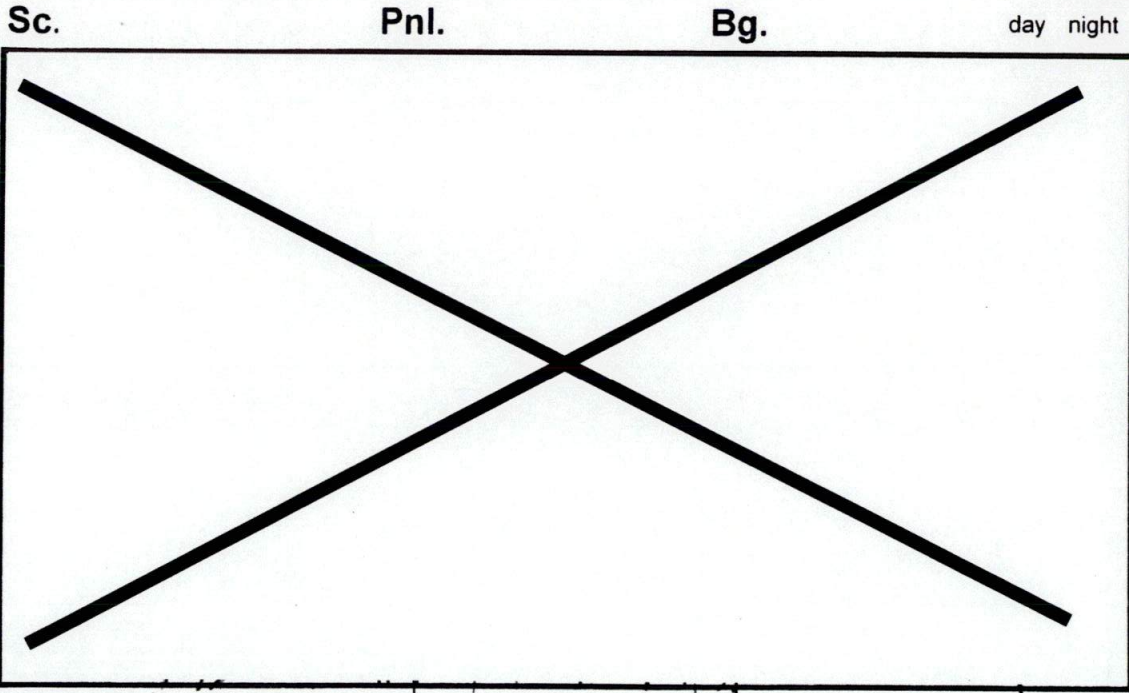
Production :

1034/234

ADVENTURE TIME



Page 207



Dialog:	(u) <u>BETTY</u> : [HUMMING TO HERSELF]
Action:	
Timing:	SEP 18 2015

EPISODE # 1034-234

Production :

1034/234

1034/234

1034/234

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ADVENTURE TIME

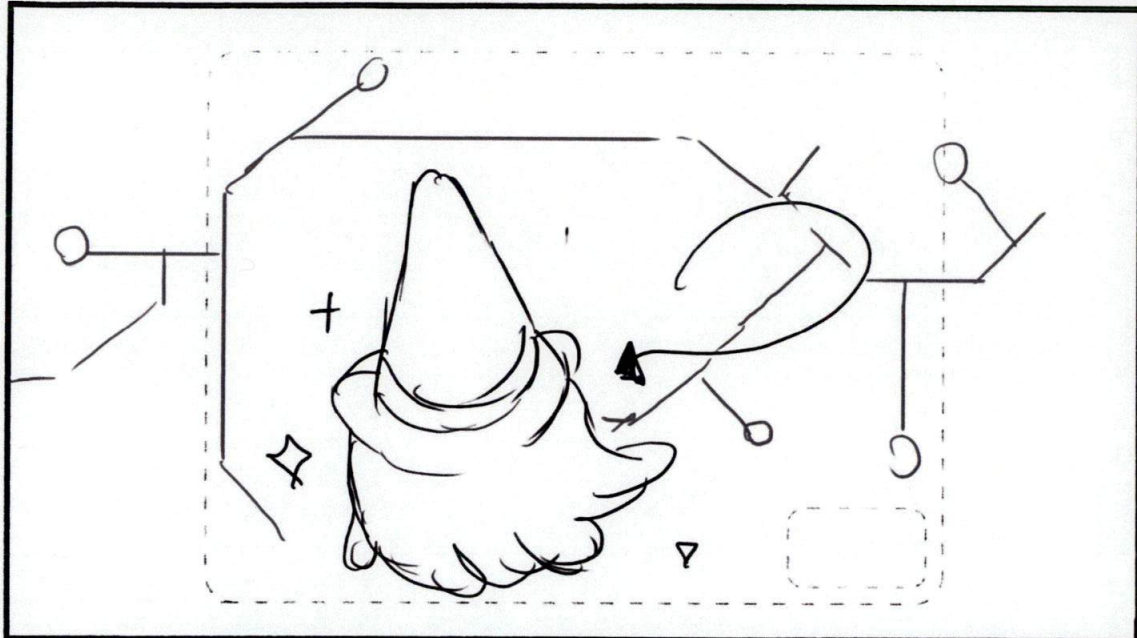
NO
SC
161



Sc. 160 *CONT* Pnl. B

Bg.

day night

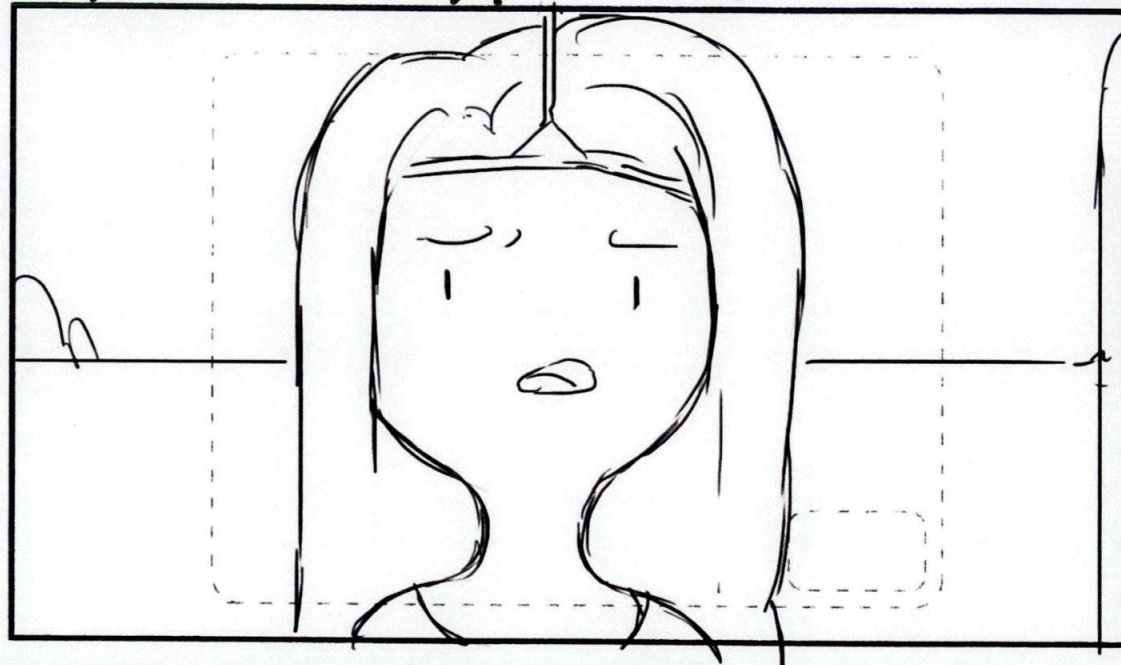


Sc. *162*

Pnl. *A*

Bg.

day night



Dialog:

SFX: *MAGIC*

PB, MAGIC MAN?

Action:

Timing:

SEP 18 2015

Production :

EPISODE # 1034-234

1034/234

Page *208*

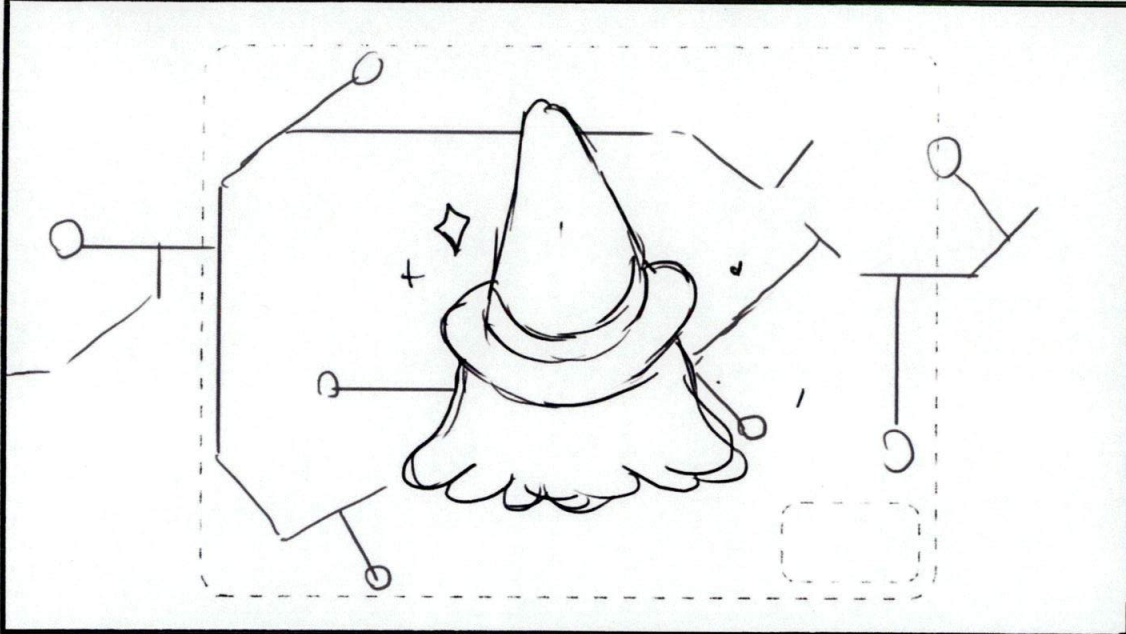
1034/234

ADVENTURE TIME



Page 209
day night

Sc. 163 Pnl. A Bg. day night



Sc. 163 cont Pnl. B Bg. day night



Dialog:	<u>B,</u> ♪ MAGIC WO-MAN! ♪
Action:	- BETTY HEAD SPINS AROUND.
Timing:	SEP 18 2015

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME

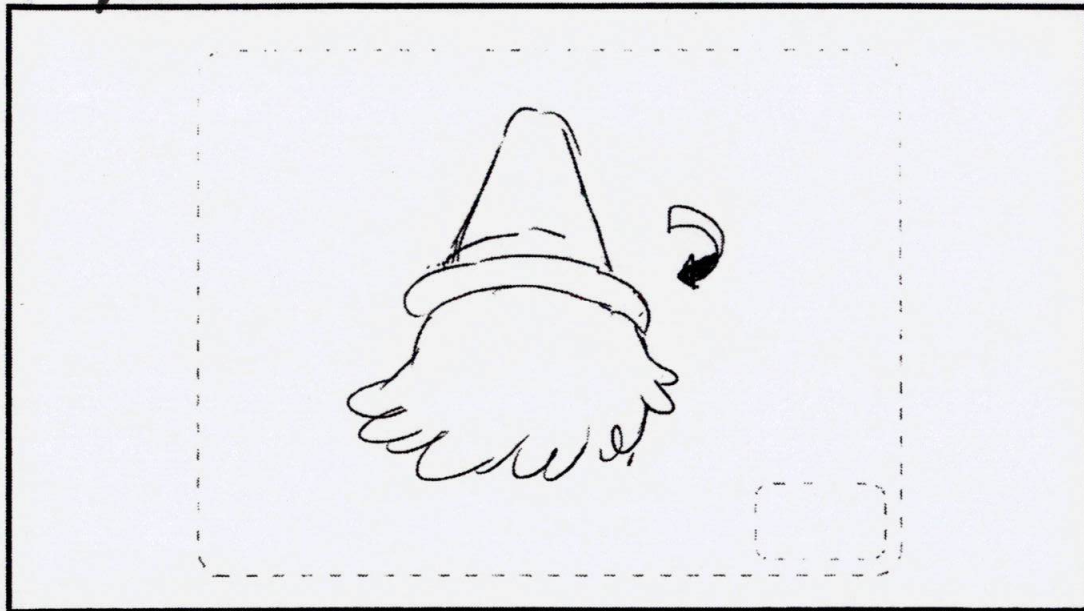


Page 210

Sc. 163 cont Pnl. C

Bg.

day night

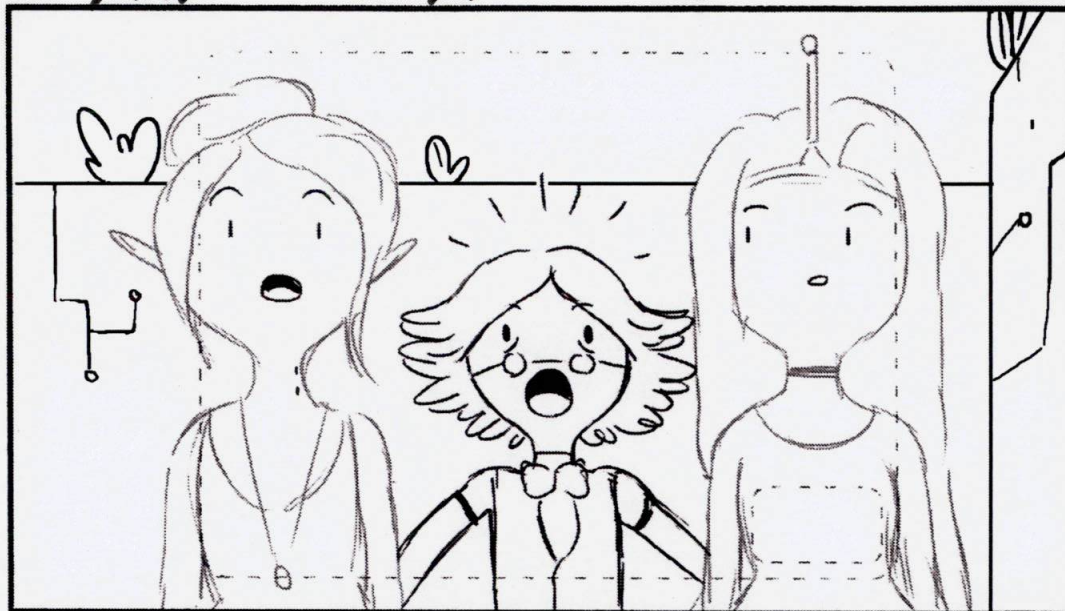


Sc. 164

Pnl. A

Bg.

day night



Dialog:

B: ^(UD) RESUMES
[HUMMING]

Action:

- MB TURNS AWAY AGAIN

Timing:

S, BETH !!!



SEP 18 2015

Production :

EPISODE #

1034-234

1034/234

1034/234

1034/234

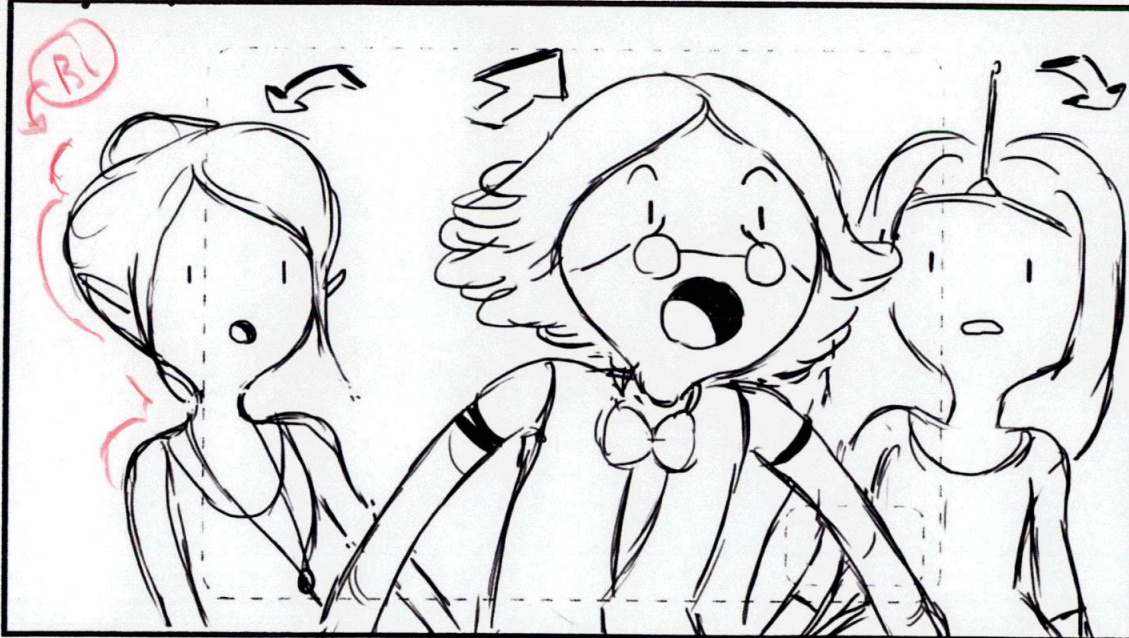
ADVENTURE TIME



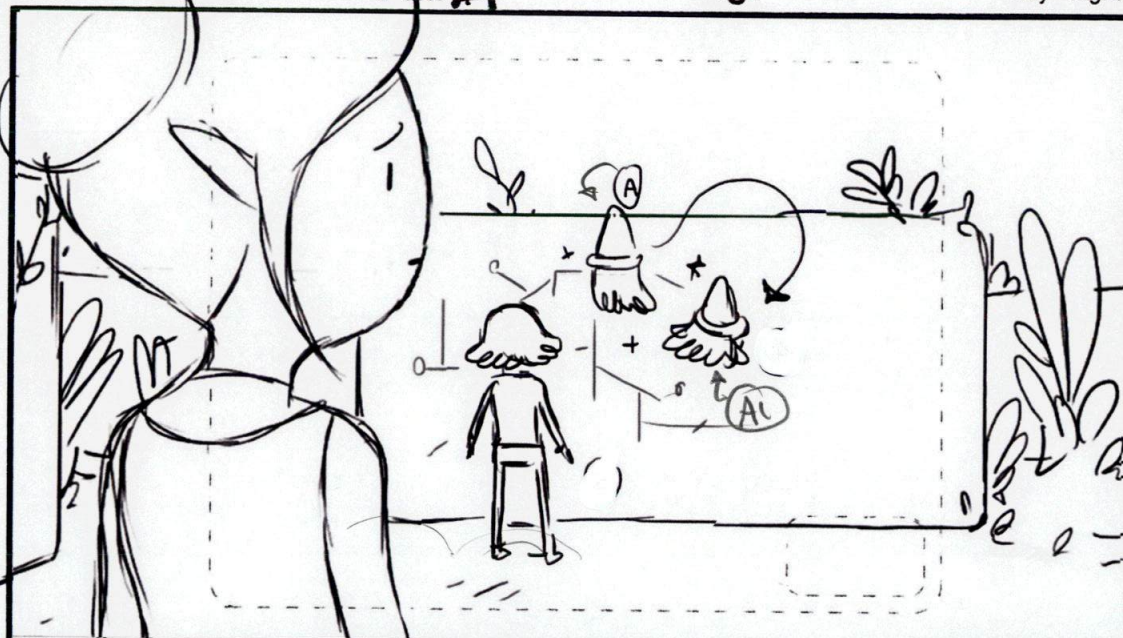
165

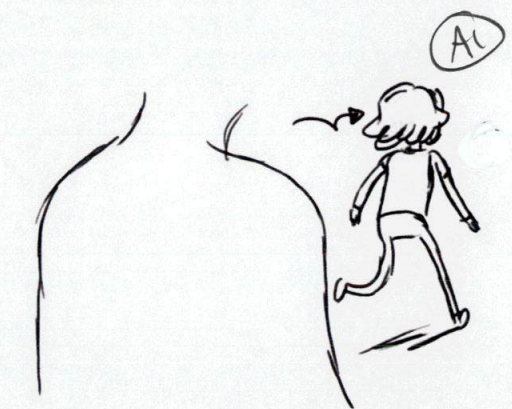
Page 211

Sc. 164 CONT Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:		Gunther/ This is the fabled Betty?	
Action:	- SIMON RUSHES FORWARD		
Timing:	 <div> <p>- S. RUNS UP TO BETTY.</p> <p>SEP 18 2015</p> </div>		

EPISODE # 1034-234

Production :

1034/234

1034/234

1034/234

ADVENTURE TIME



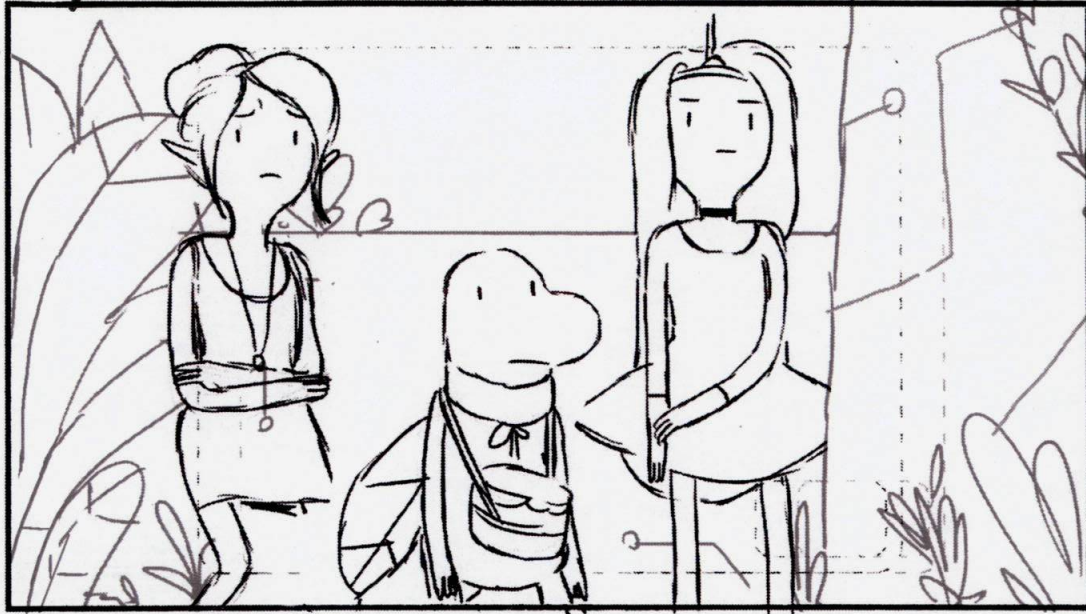
Page 312

Sc. 166

Pnl. A

Bg.

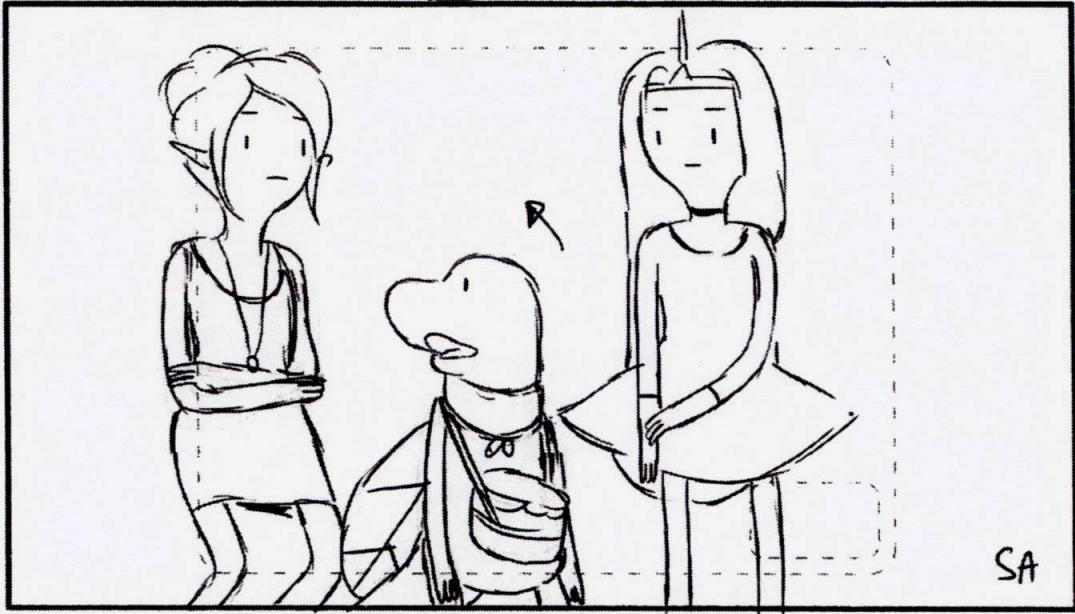
day night



Sc. 166 cont Pnl. B

Bg.

day night



Dialog:

G) I always pictured her more majestic.

Action:

- GUNTHER STANDS UP.

SEP 18 2015

Timing:

1034-234

EPISODE #

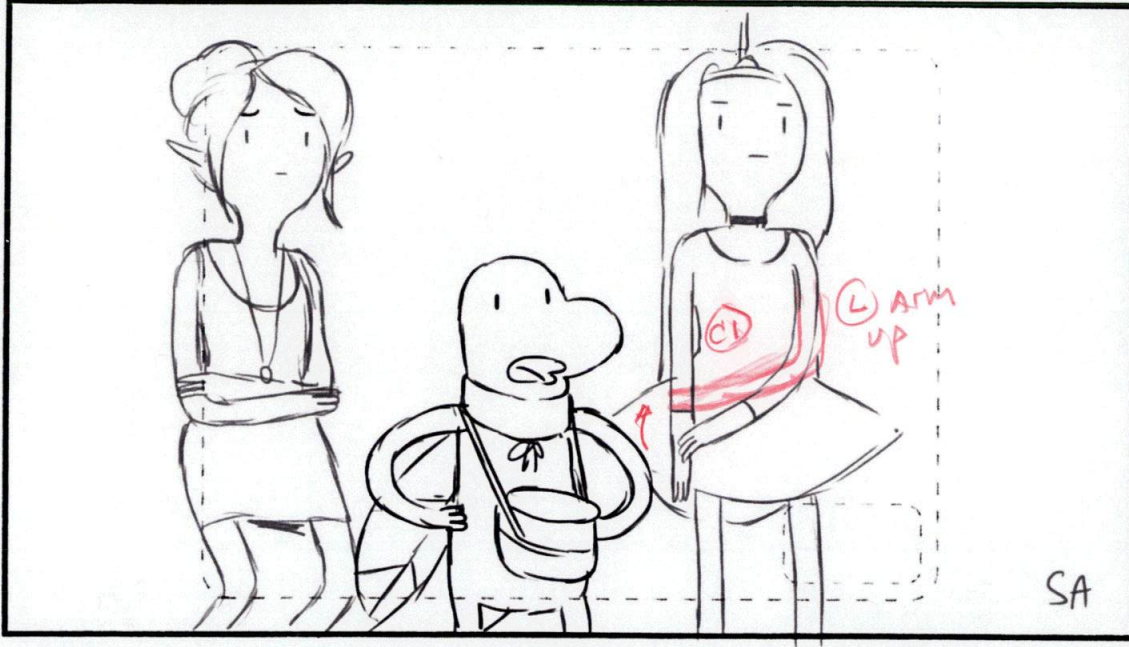
Production :

ADVENTURE TIME

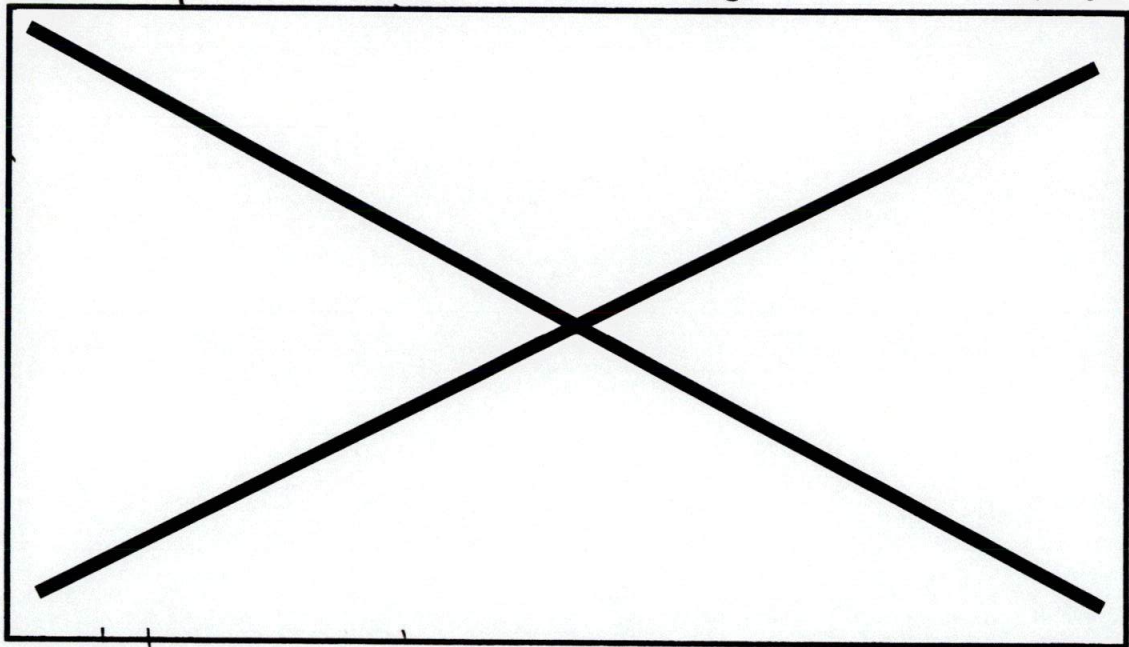


Page 213

Sc. 166 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Gunther/ You know, with uhhh...guts and stuff.
Action:
SEP 18 2015
Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



Page **214**

Sc. **168**

Pnl. A

Bg.

(A1)

day night

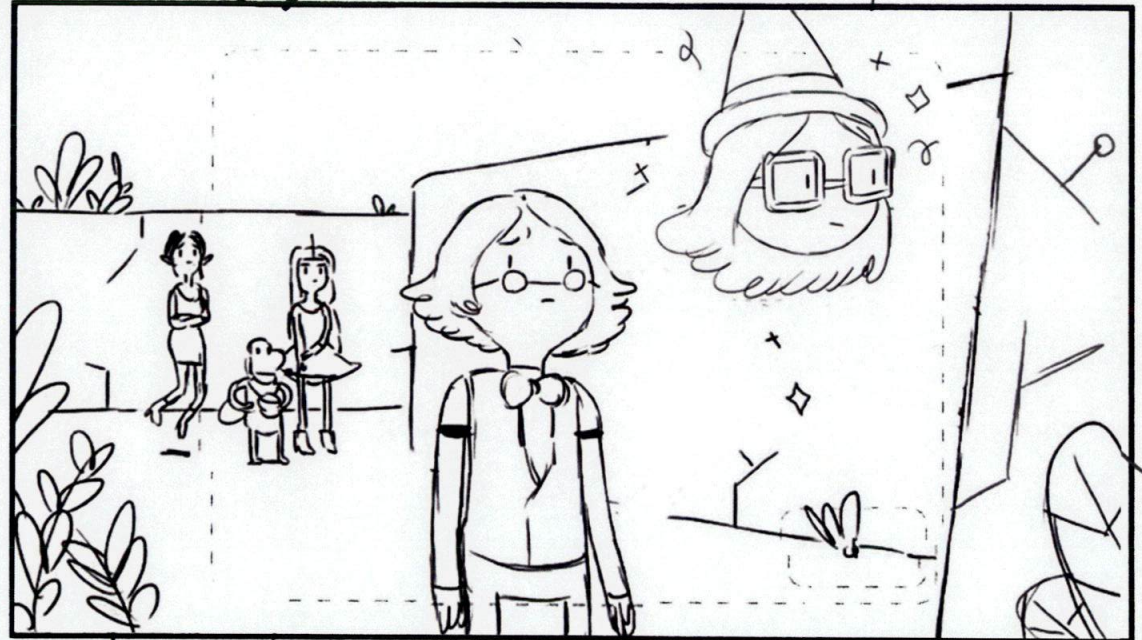


Sc. 168 **cont**

Pnl. B

Bg.

day night



Dialog:

S, BETTY, PLEASE, WHAT ARE YOU DOING?

Action:

- BETTY HEAD FLITS AROUND.

(INFECTION SPREAD)

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



Page **215**
NO PGS 216-217
 day night

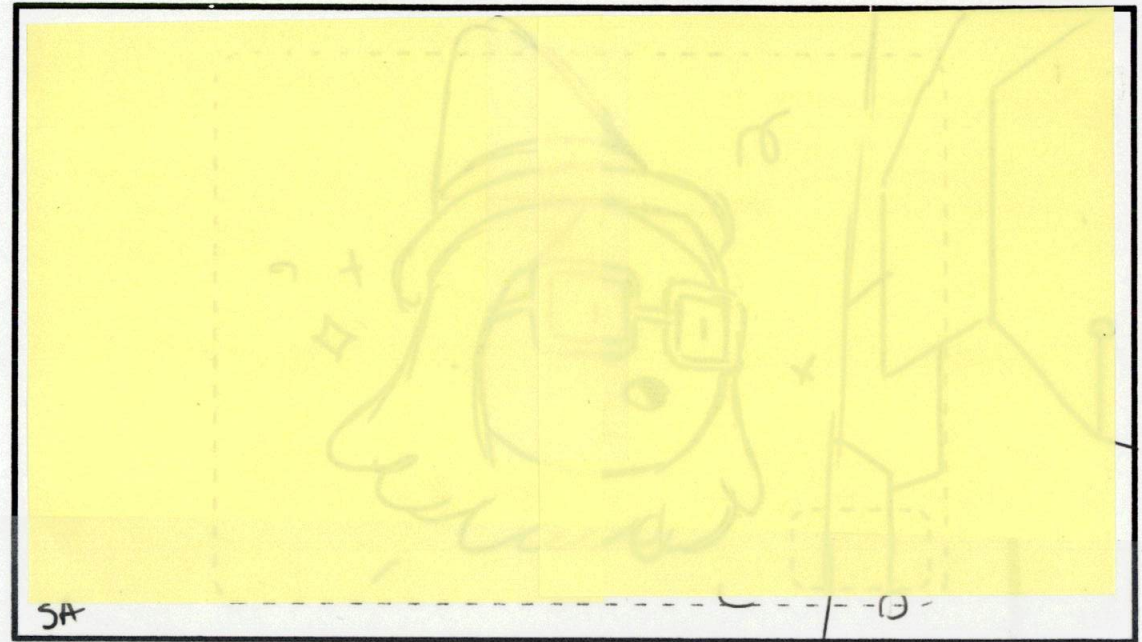
Sc. 168 **CONT** Pnl. C

Bg.

day night

Pnl.

Bg.



Dialog:

Simon/ I'm reprogramming the crowns wish magic.

Gotta Fix Simon

Action:



Timing:

SEP 18 2015

EPISODE # 1034-234

1034/234

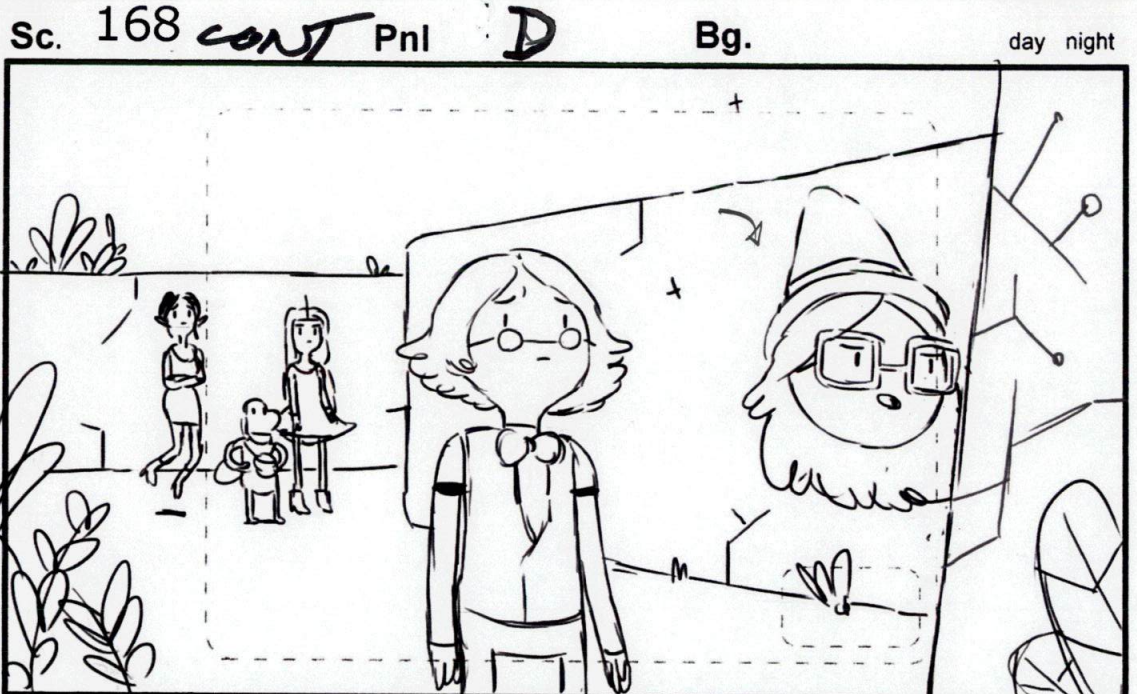
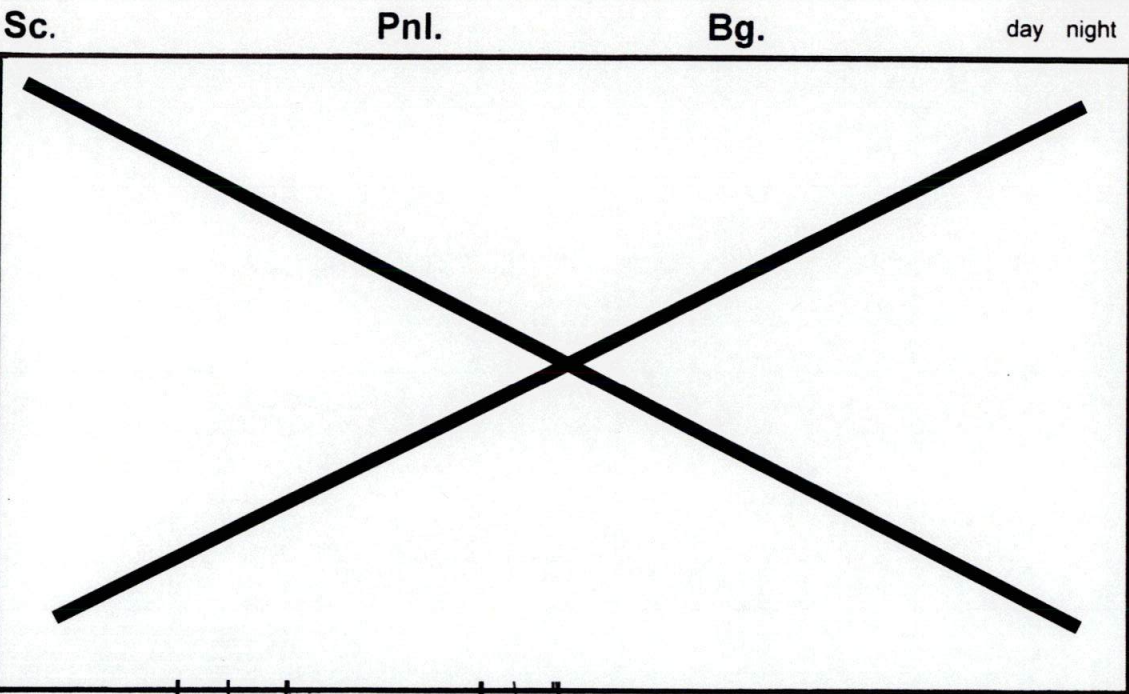
Production :

1034/234

ADVENTURE TIME



Page: 218



Dialog:	
Action:	B. SHOTS A SPARK AT WALL.
Timing:	

B) AAA --

EPISODE # 1034-234

1034/234

Production :

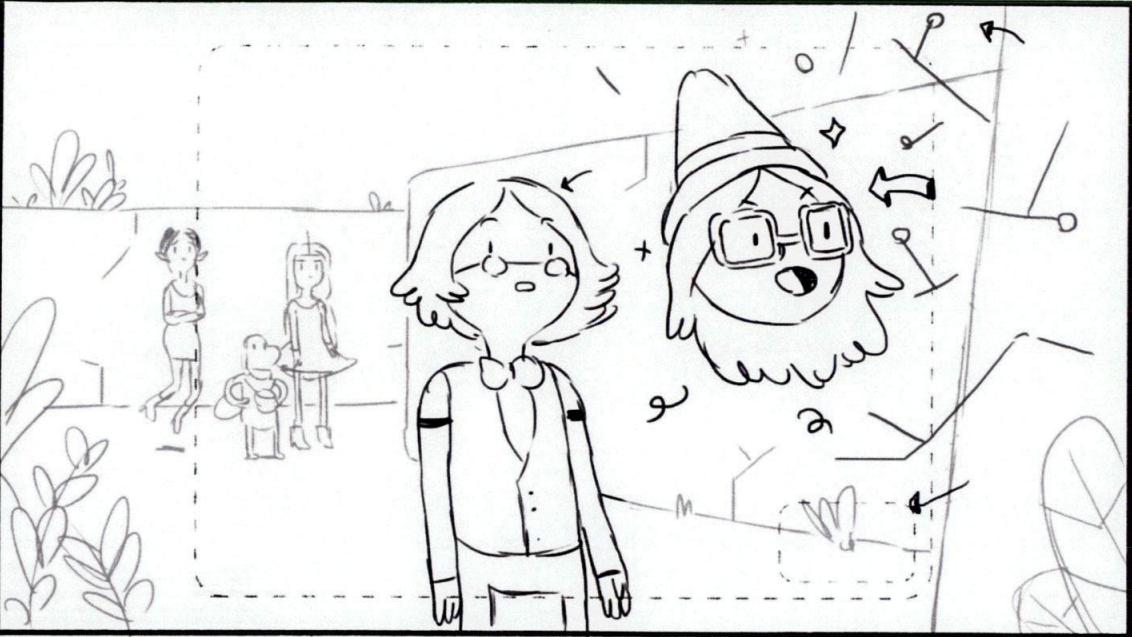
1034/234

ADVENTURE TIME



Page 219

Sc. 168 *CONT* Pnl. *E* Bg. day night



Sc. 168 *CONT* Pnl. G Bg. day night



Dialog:	B) - HAH !!
Action:	(CIRCUITRIES FLY OFF THE WALL)
Timing:	

SEP 18 2015

1034-234

EPISODE #

Production :

1034/234

1034/234

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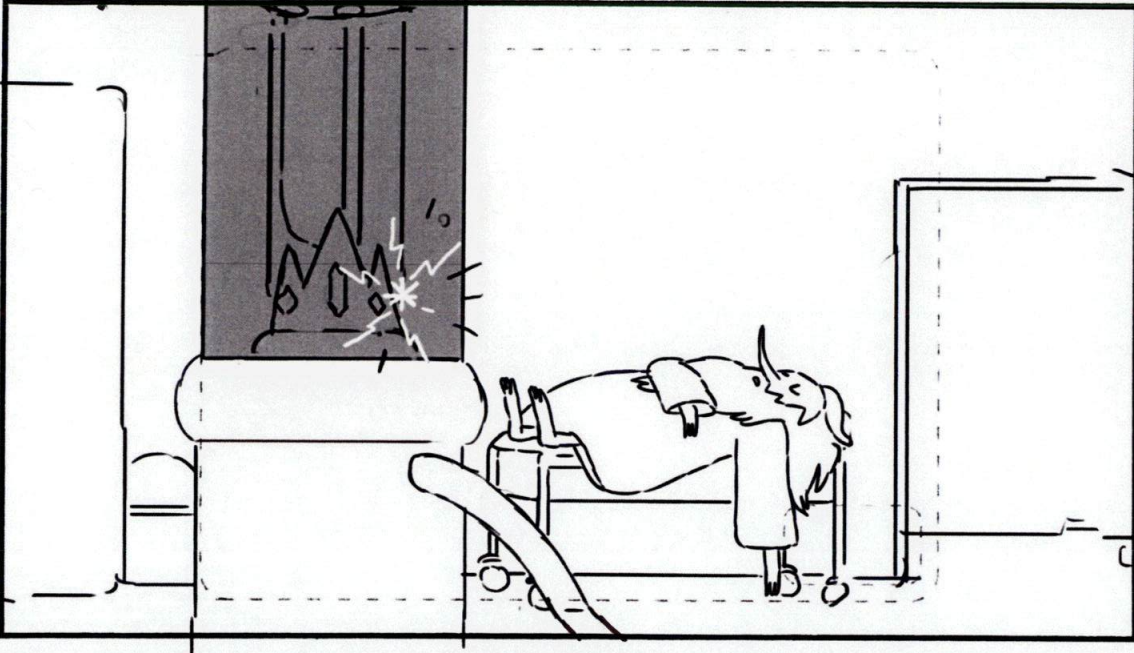
1034/234

SCENES 169-175

ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Dialog:

IK (SNORING)

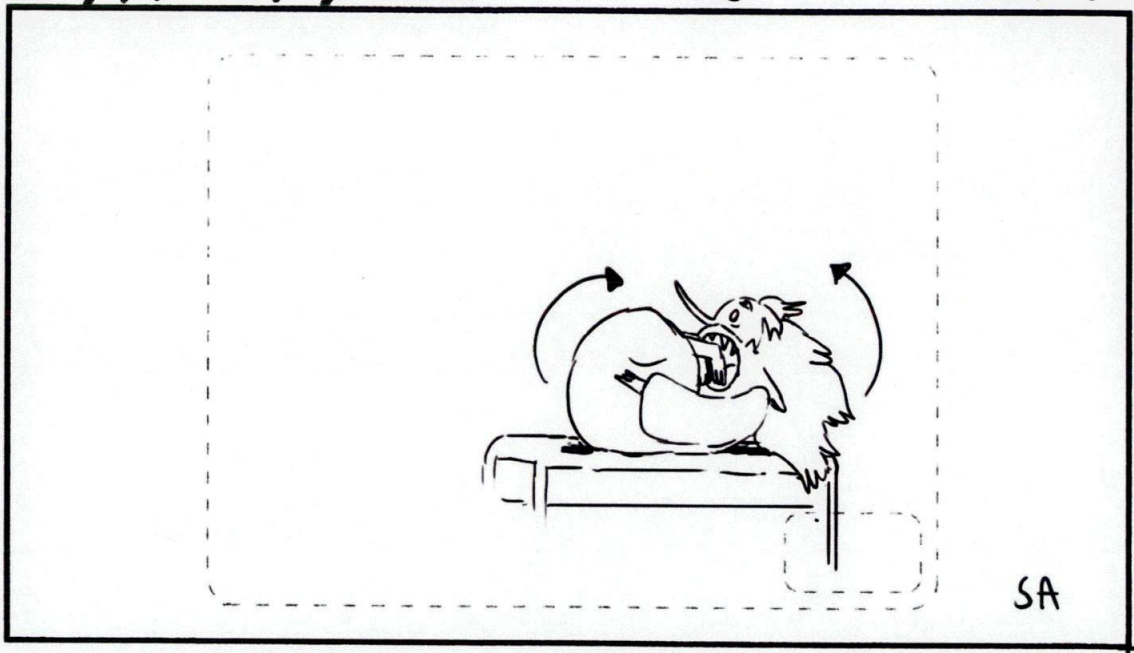
SFX (SPARK)

Action:

- CROWN SPARKS

Timing:

Sc. 176 CONT Pnl. B Bg. day night



IK (ICELANDIC WITH FOOT IN MOUTH)

-IK SPRINGS AWAKE, SHOVS FEET
IN MOUTH.

SEP 18 2015

Page 220
220A NEXT

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME



Sc. 177

Pnl.

A

Bg.

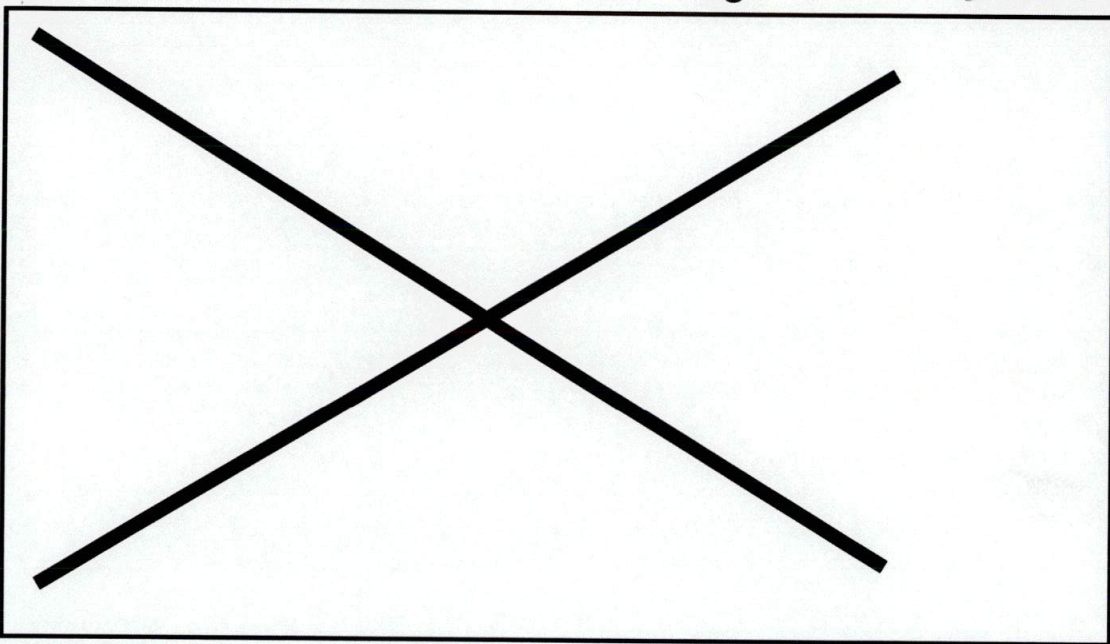
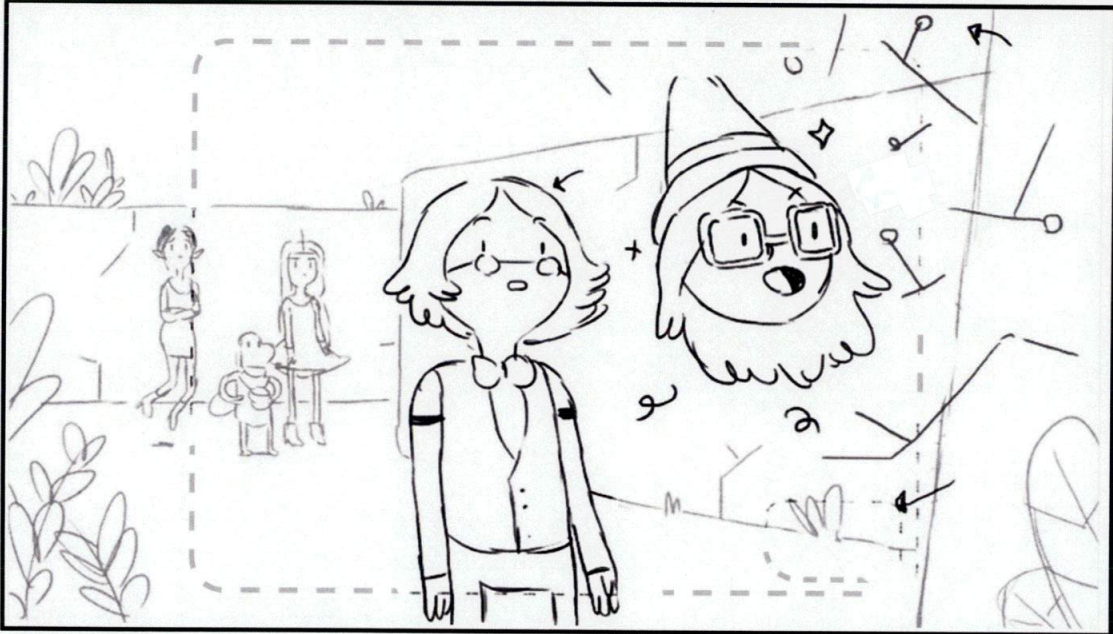
day night

Sc.

Pnl.

Bg.

Page 220A
22/NEXT
day night



Dialog:
Action:
Timing:

SEP 18 2015

EPISODE # 1034-234

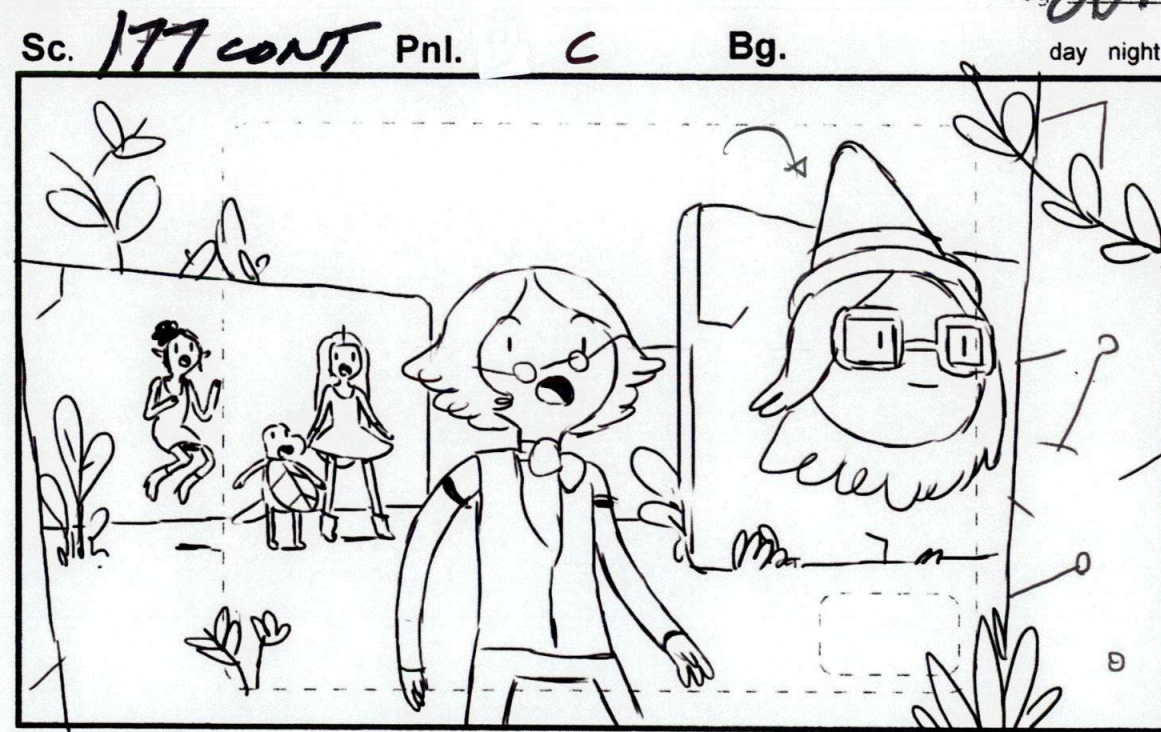
Production:

1034/234

1034/234

1034/234

ADVENTURE TIME



Dialog:

(GLITCH)

ALL (EXCEPT B)) AAH!

Action:

(BG REARRANGED)
MORE RED
INFECTION

SEP 18 2015

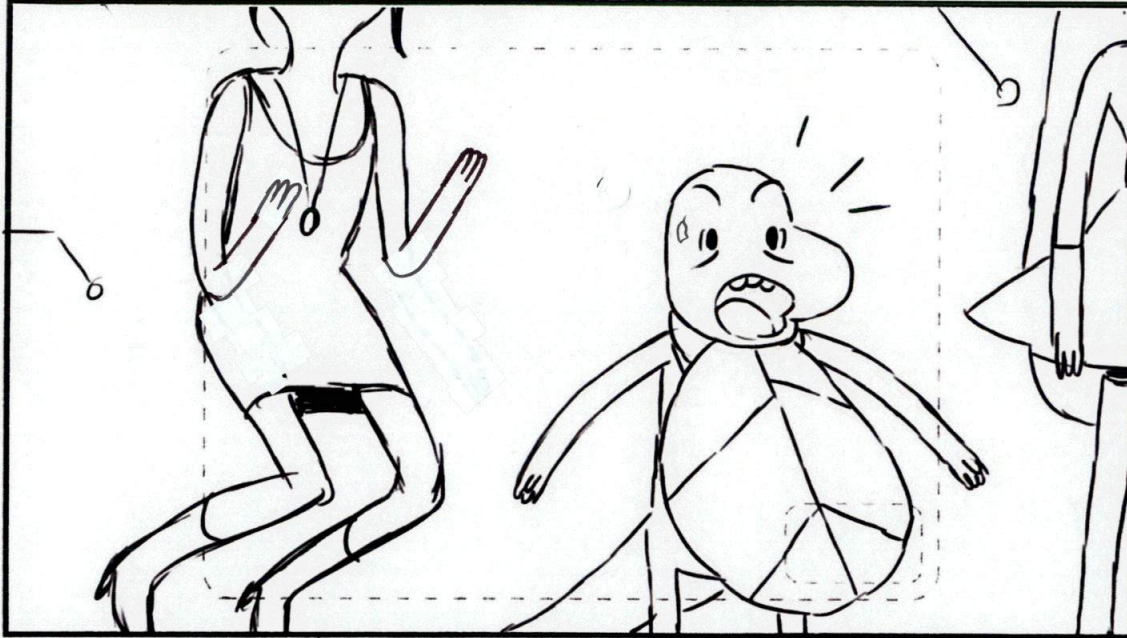
Timing:

ADVENTURE TIME

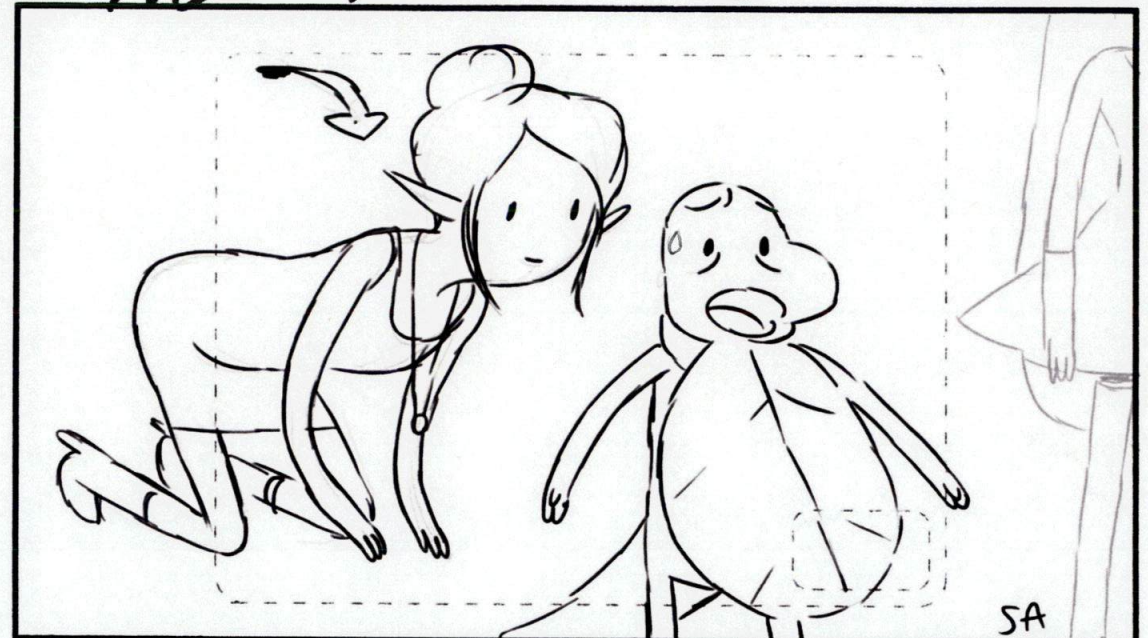


Page **222**

Sc. **178** Pnl. **A** Bg. day night



Sc. **178 cont** Pnl. **B** Bg. day night



Dialog:	G) AH!! IM A BUSH !!!	
Action:		M. LEANS DOWN.
Timing:	SEP 18 2013	

EPISODE # 1034-234

1034/234

Production :

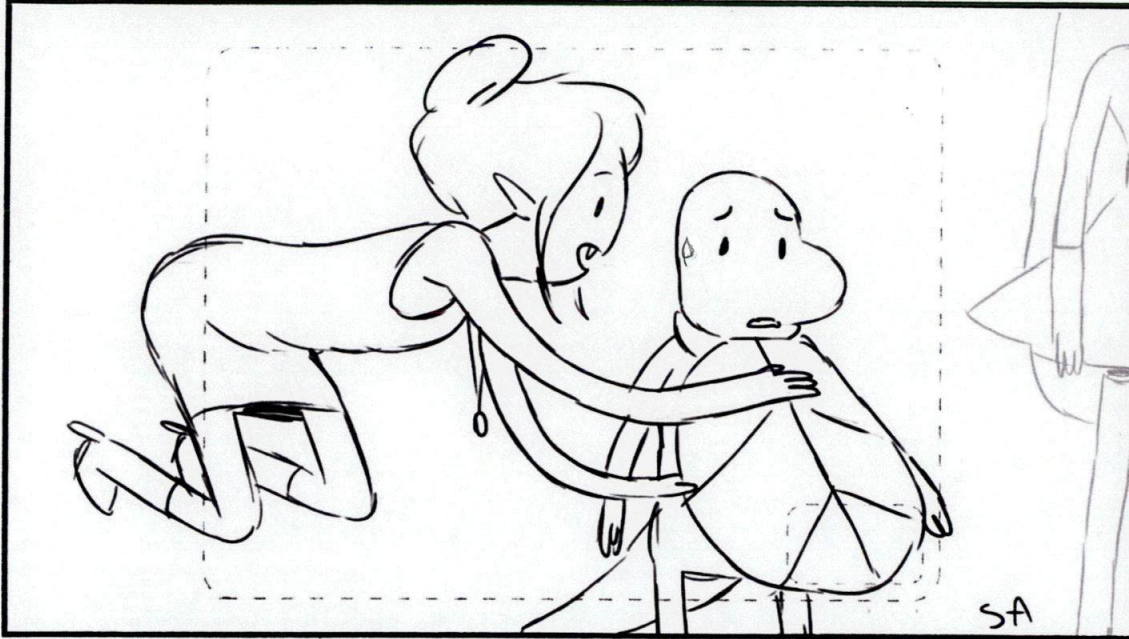
1034/234

ADVENTURE TIME

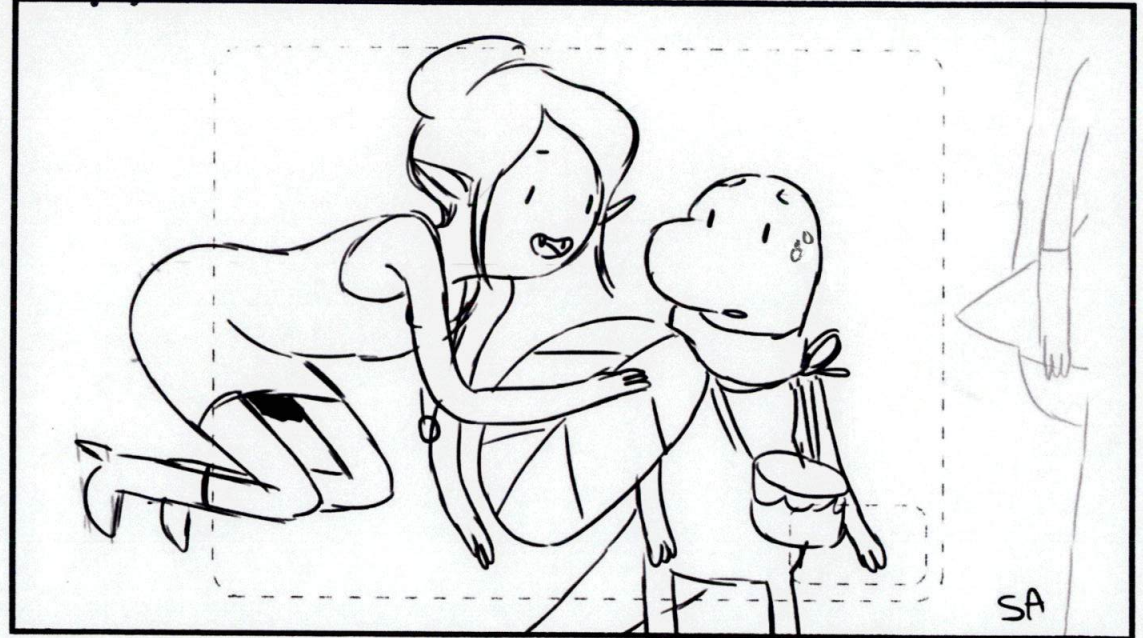


Page **223**

Sc. **178 CONT** Pnl. C Bg. day night



Sc. **178 CONT** Pnl. D Bg. day night



Dialog:	<u>M</u>). IT'S 'JUST' ON BACKWARDS.	
Action:	-M SWINGS CAPE AROUND TO BACK.	SEP 18 2015
Timing:		

1034-234

EPISODE #

1034/234

Production :

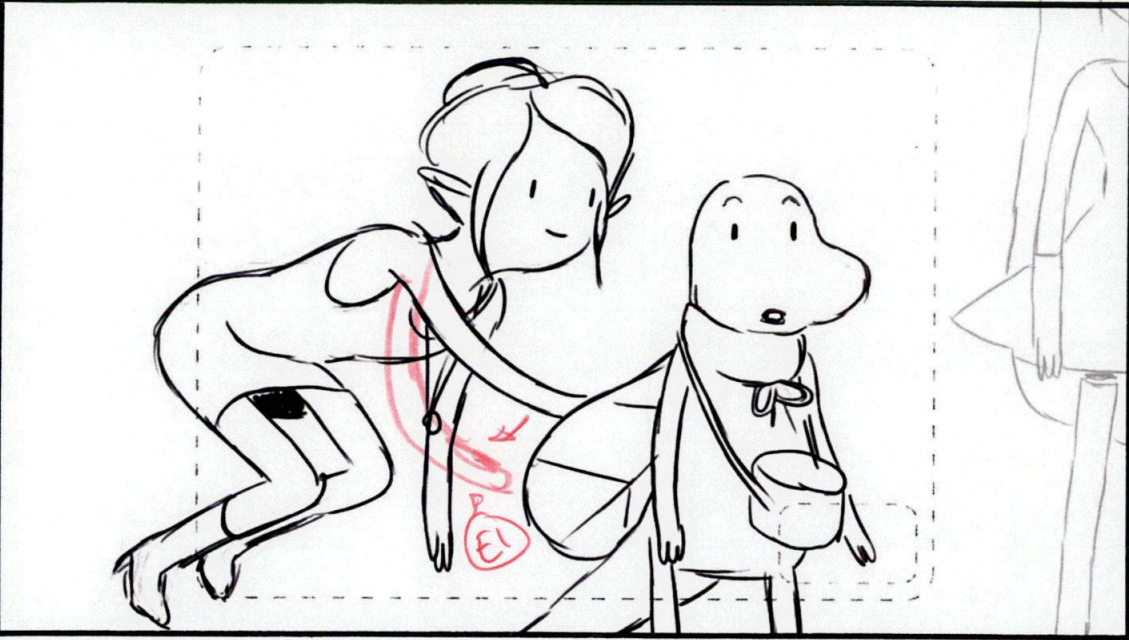
1034/234

ADVENTURE TIME

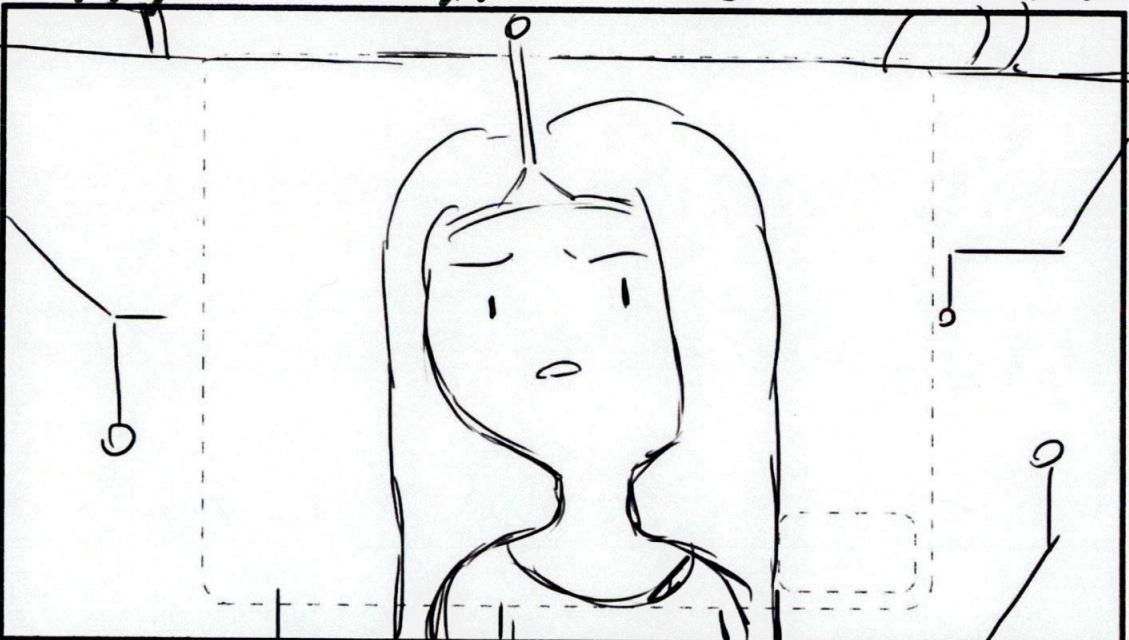


Page 274

Sc. 178 cont Pnl. E Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:	<p><u>PB</u>, BETTY'S THE ONE WHO'S BACKWARDS.</p>
Action:	
Timing:	

SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

1034/234

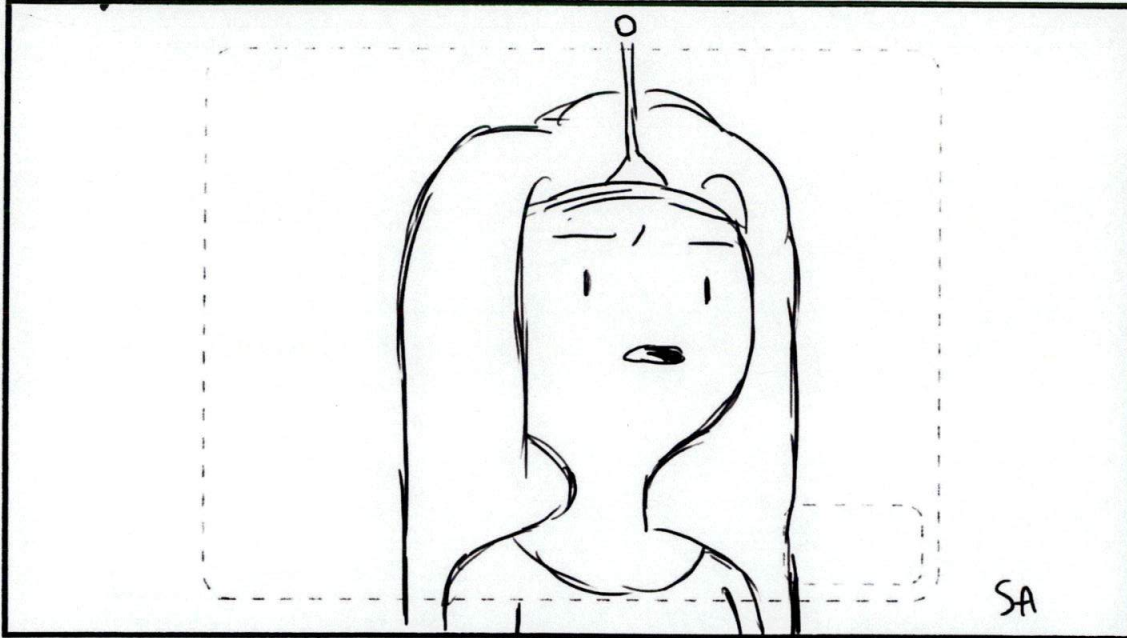
1034/234

ADVENTURE TIME

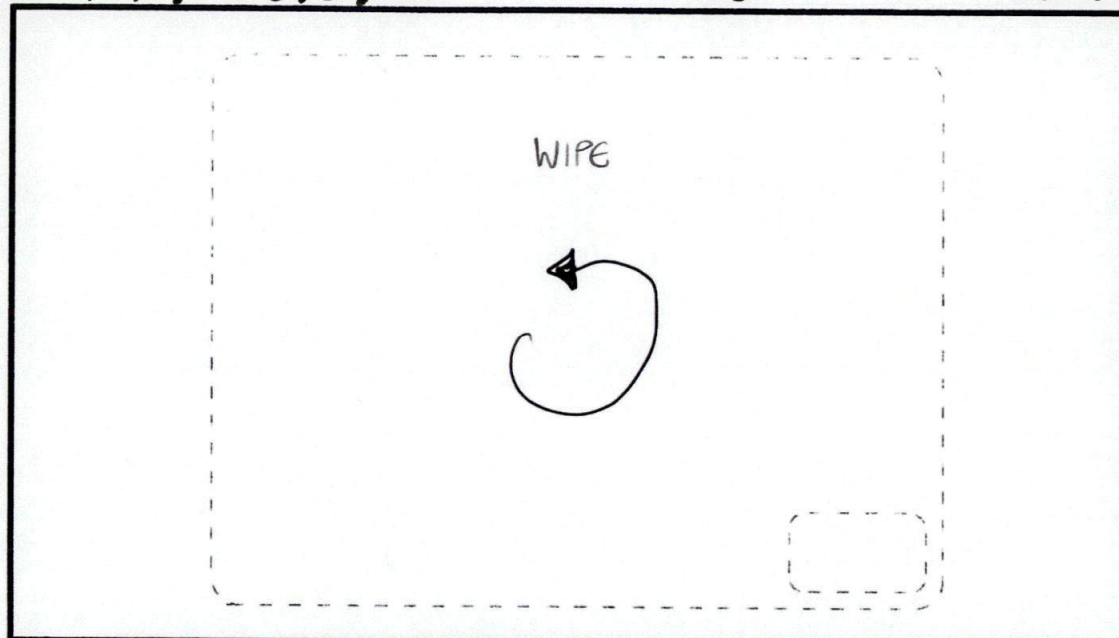


Page 225
day night

Sc. 179 CONT Pnl. B Bg. day night



Sc. 179 CONT Pnl. Bg. day night



Dialog:	PB, WE GOTTA MALWARE HER GUITA HERE BEFORE SHE CAUSES IRREPARABLE DAMAGE
Action:	
Timing:	SEP 18 2015

1034-234

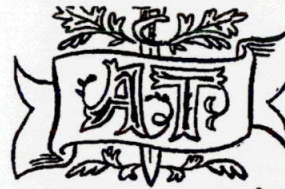
EPISODE #

1034/234

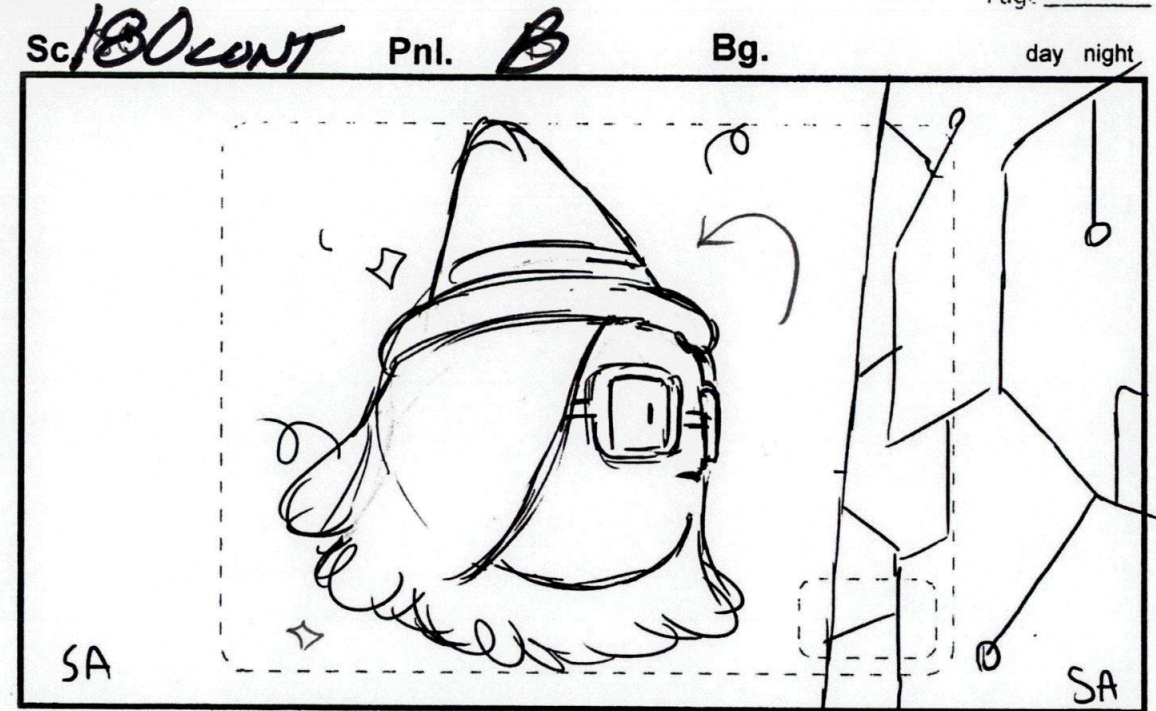
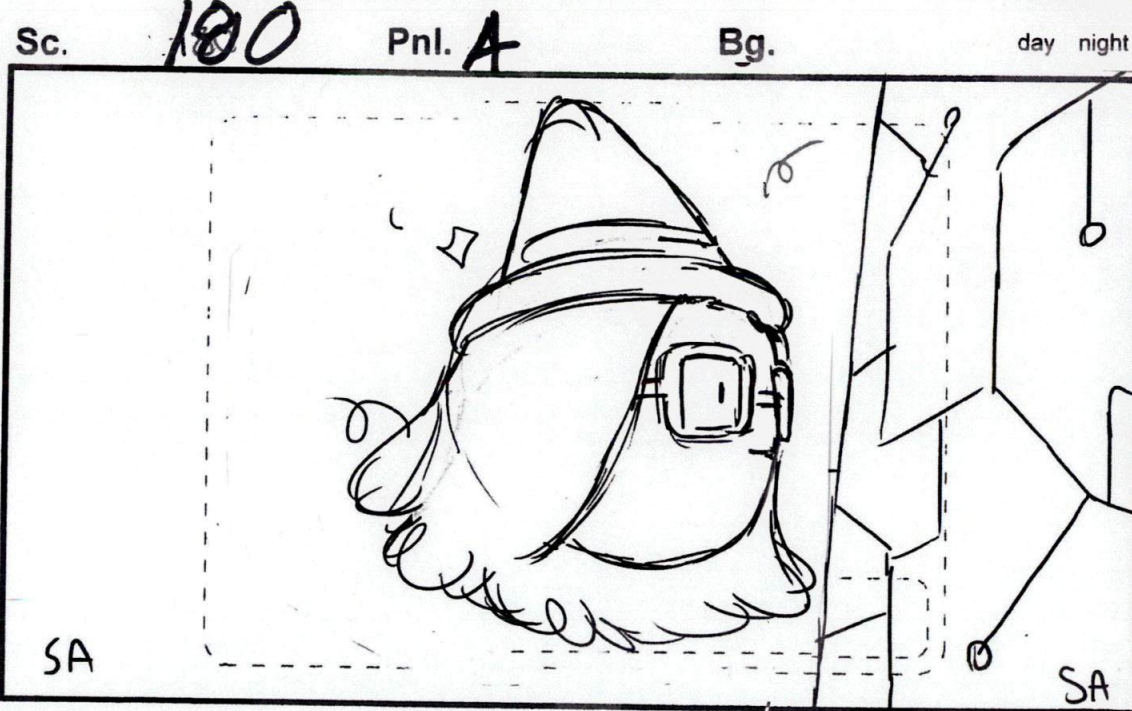
Production :

1034/234

ADVENTURE TIME



Page 226



Dialog:	<p><u>SFX</u>: *ZZT!* <u>BETTY</u>: [HAPPY HUMMING]</p>	
Action:	<p>- BETTY CONTINUES "INFECTING" CIRCUITS.</p>	
Timing:	<p>SEP 18 2015</p>	



1034-234

EPISODE #

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME

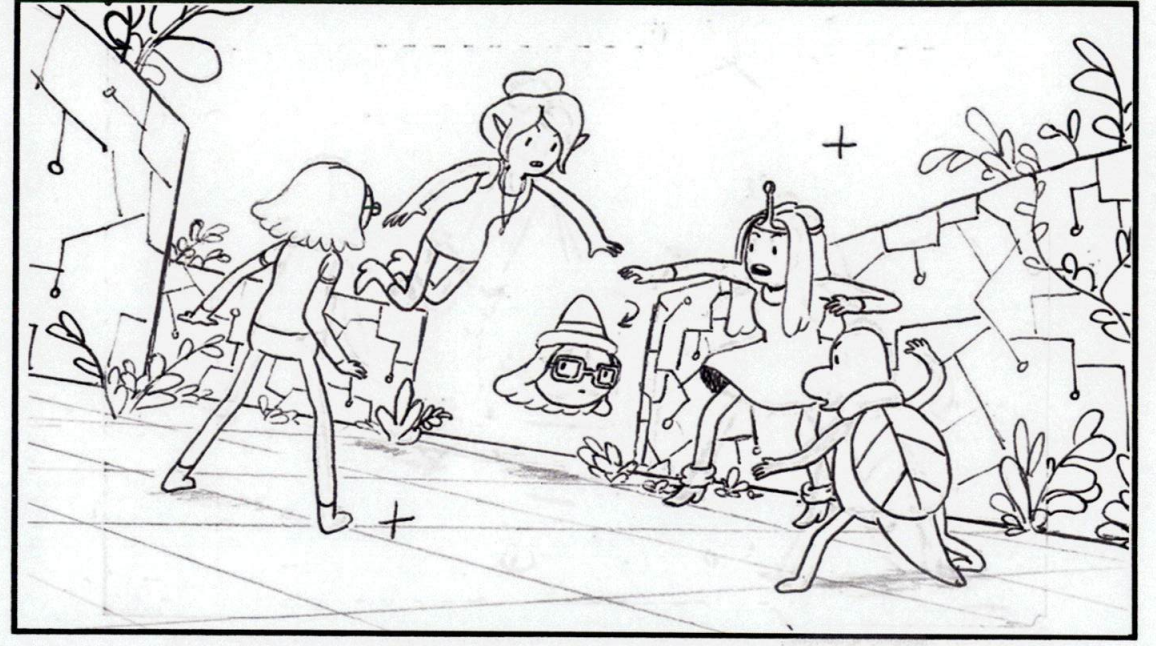


Page **227**

Sc. **180 cont** Pnl. **C** Bg. day night



Sc. **180 cont** Pnl. **D** Bg. day night



Dialog:	Truck out	PB: NOW!
Action:	- TRUCK TO REVEAL THAT BETTY IS SURROUNDED BY SIMON, MARCELINE, PB, + GUNTHER.	
Timing:	SEP 18 2013	

EPISODE # **1034-234**

1034/234

Production :

1034/234

ADVENTURE TIME

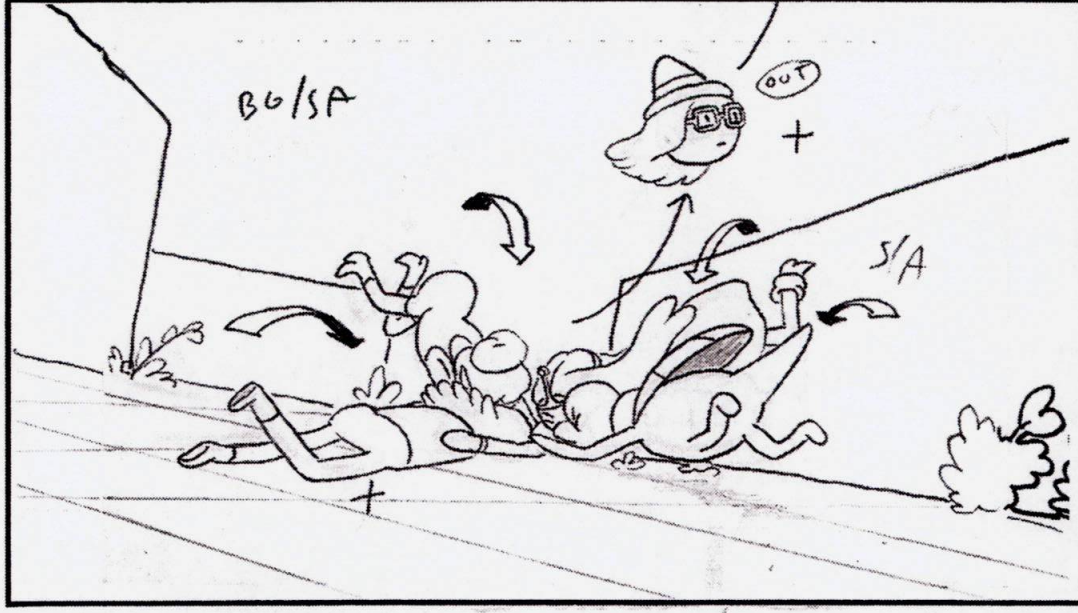


Page **228**

Sc. **180 CONT** Pnl. **E**

Bg.

day night

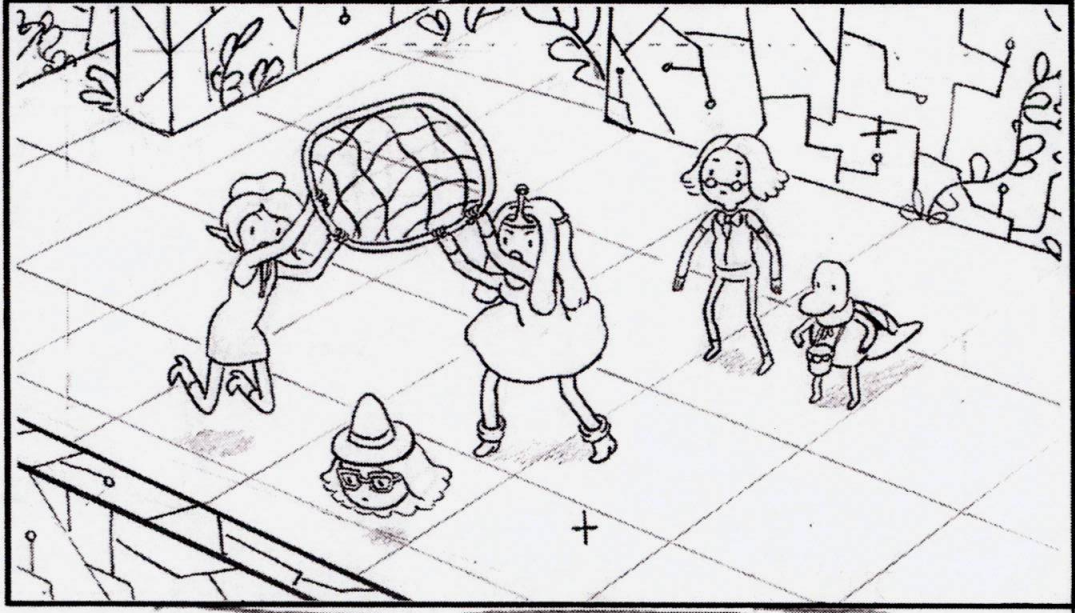


Sc. **181**

Pnl. **A**

Bg.

day night



Dialog:

ALL OOF.

PB: Now!

Action:

- EVERYBODY DIVES, BETTY
ZIPS OFF/S

- MONTAGE OF EVERYBODY
TRYING TO CAPTURE BETTY.

SEP 18 2015

Timing:



1034-234

EPISODE #

1034/234

Production :

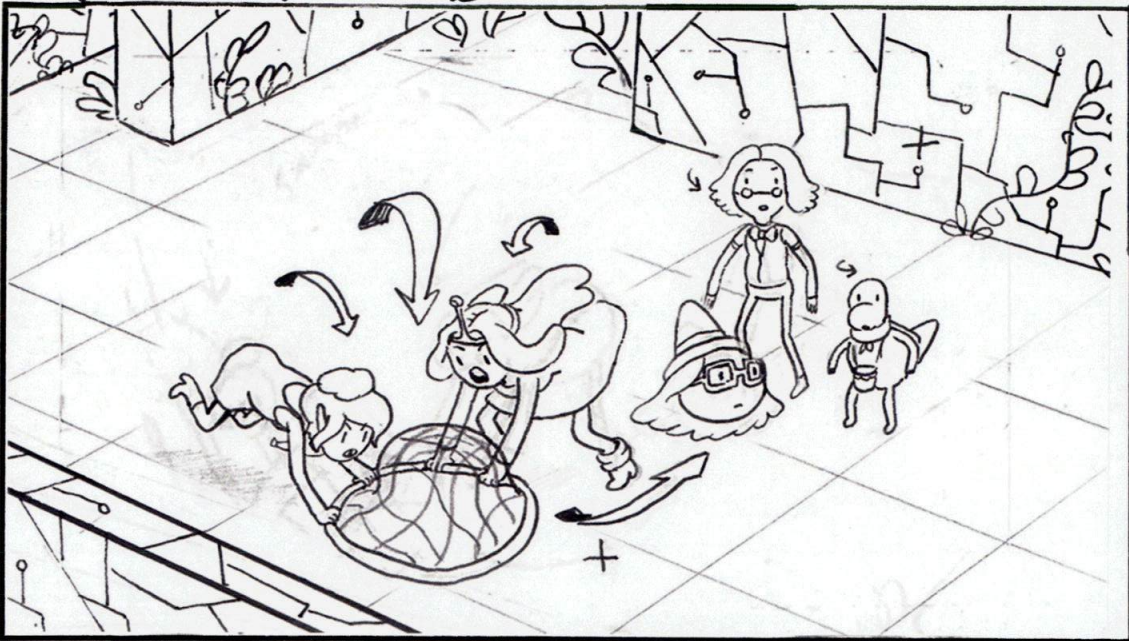
1034/234

ADVENTURE TIME



Sc. 181 CONT Pnl. B

Bg.

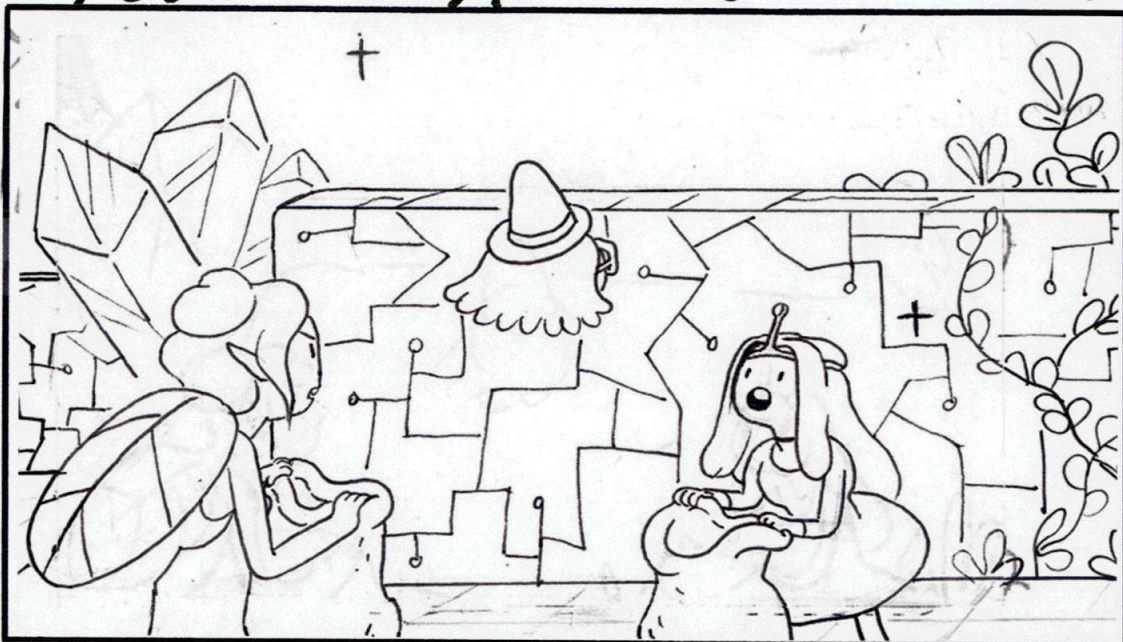


Sc. 182


Pnl. A

Bg.

Page 229
day night



Dialog:

(B)  Net Drops to ground

(PB) NOW--

Action:

- M+PB DROP NET
- BETTY DODGES.

- M. IS DISGUISED WITH GUNTER'S CAPE.
- M+PB HOLD BAGS.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

1034/234

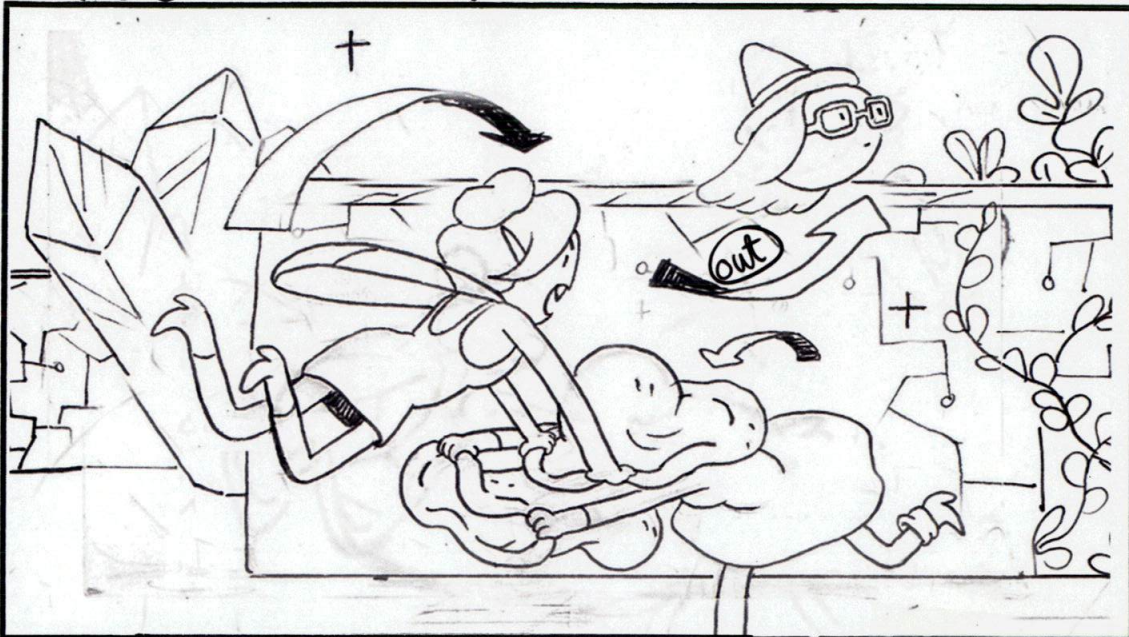
ADVENTURE TIME



Sc. 182 cont Pnl. B

Bg.

day night



Sc. 182 cont Pnl. C

Bg.

day night

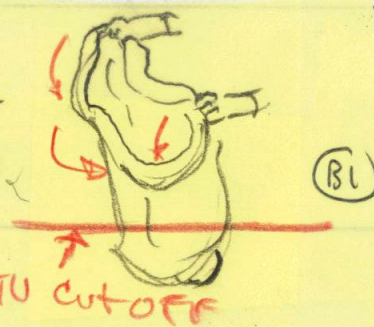


Page 230

Dialog:

PB: AAHH!!

SR
Sack



M: OOPS.

Action:

- M. TRIES TO BAG BETTY,
GETS PB INSTEAD.

- BETTY ZIPS OFF/S.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

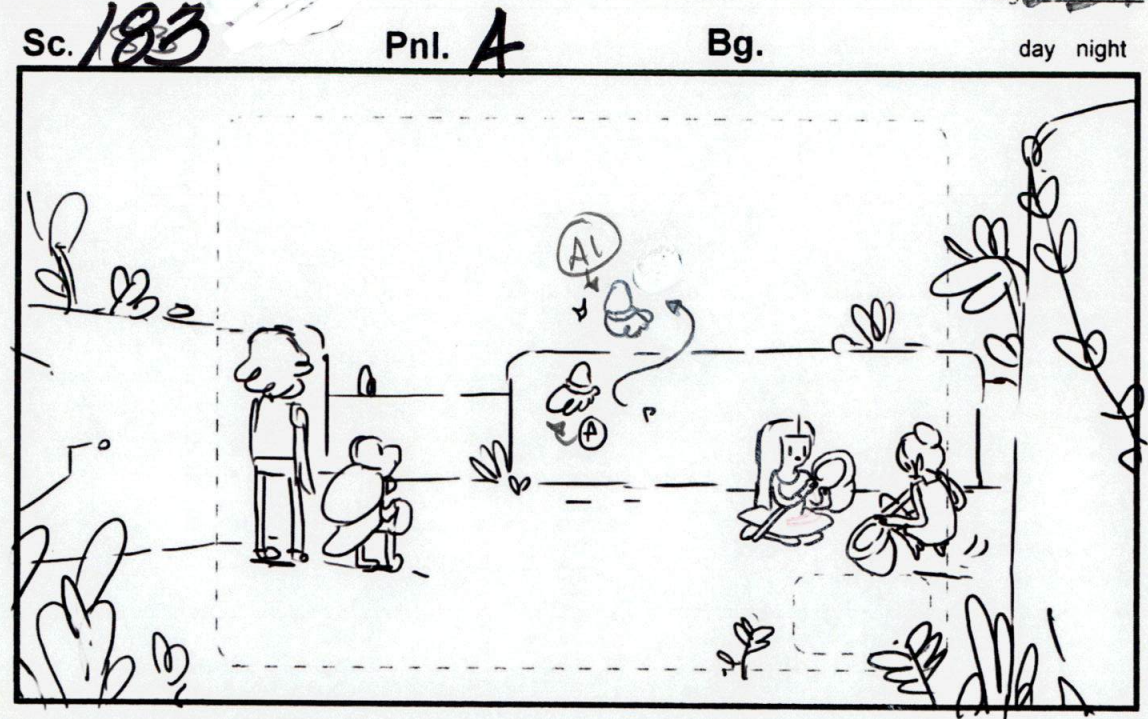
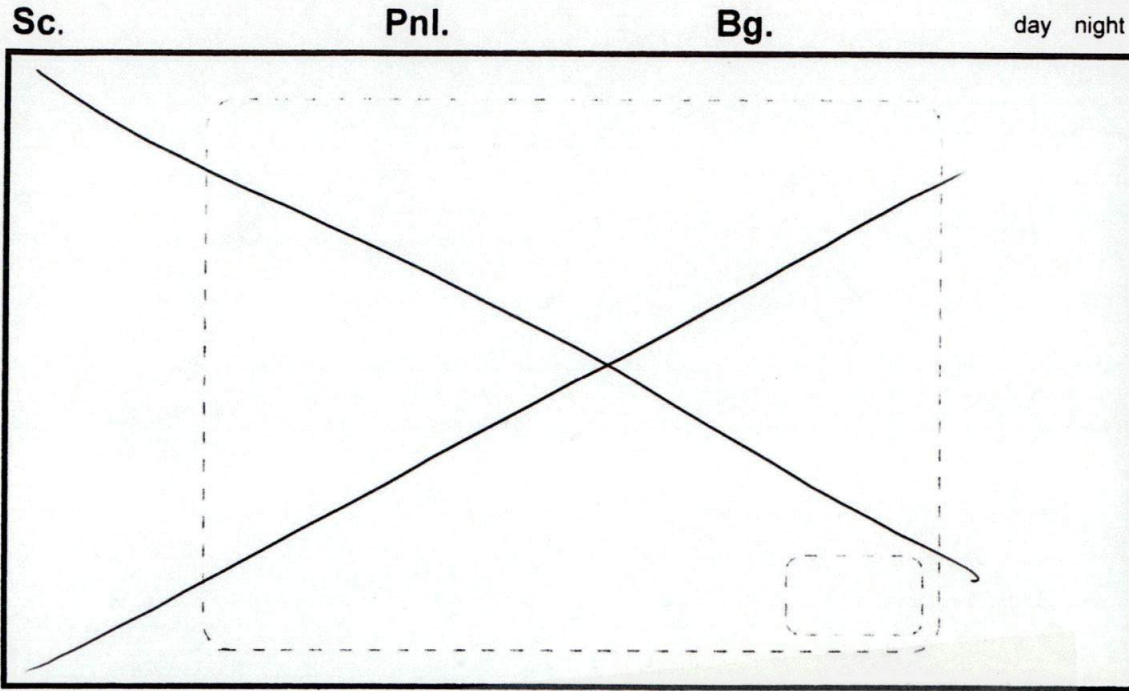
Production :

1034/234

ADVENTURE TIME



Page **231**



Dialog:	<p>RAIN DOWN</p> <p>AI</p>	<p>S/ THERE HAS TO BE A PART OF THE REAL BETTY --</p>
Action:		<p>- BETTY FLITS AWAY.</p>
Timing:		<p>SEP 18 2015</p>

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Production :

1034/234

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1034/234

1034/234

ADVENTURE TIME

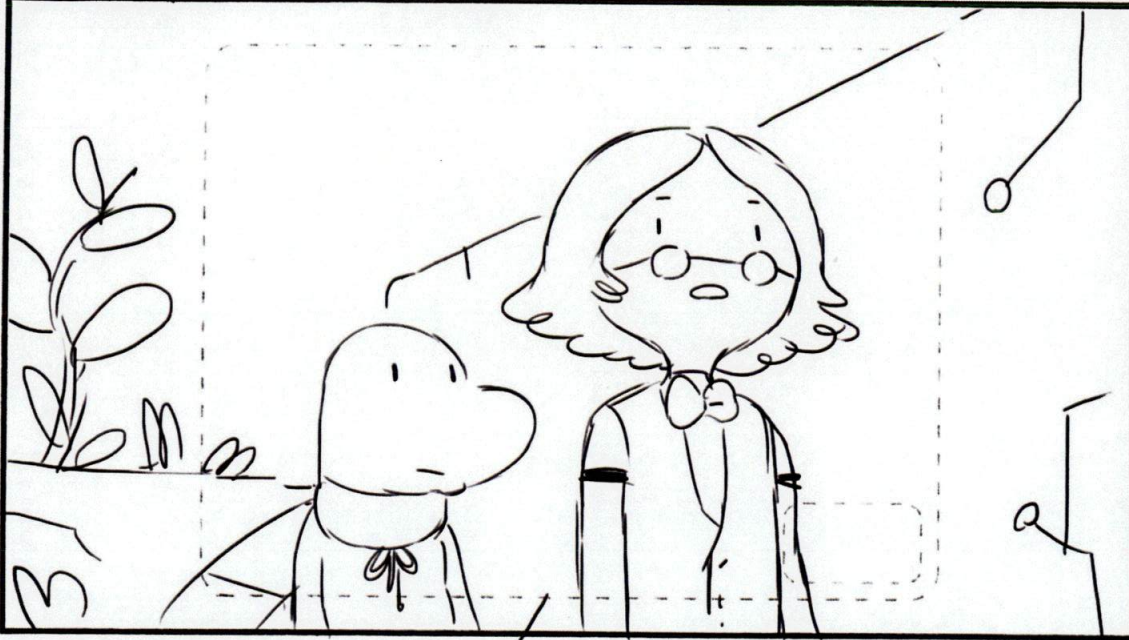


Sc. **184**

Pnl. **A**

Bg.

day night

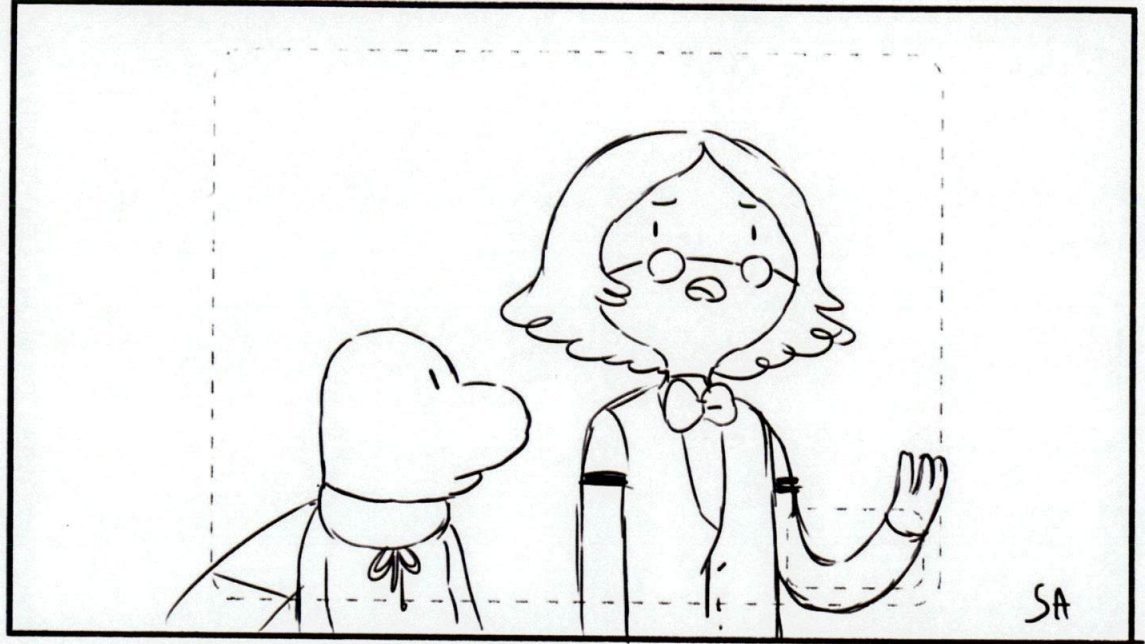


Sc. **184 CONT**

Pnl. **B**

Bg.

day night



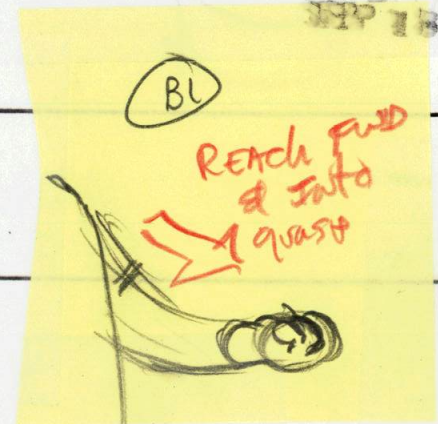
Dialog:

S IN THERE SOMEWHERE, GUNTHER...

Action:

Timing:

S IF ONLY I COULD REACH OUT TO HER...



Page **232**

EPISODE # **1034-234**

1034/234

Production :

1034/234

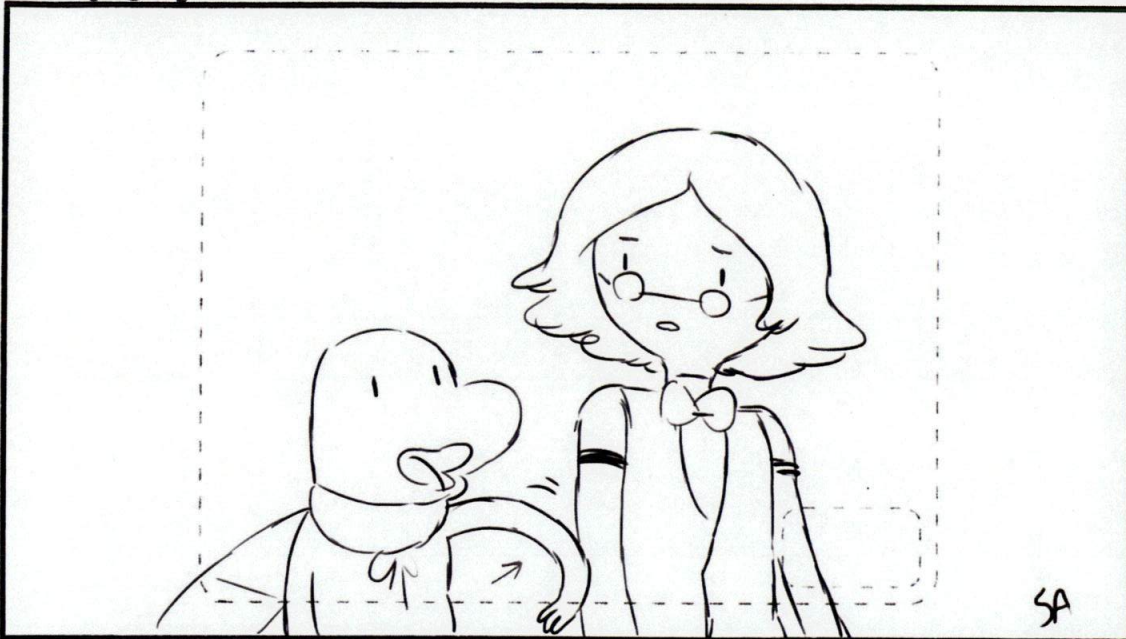
ADVENTURE TIME



Sc. *104 CONT* Pnl. *C*

Bg.

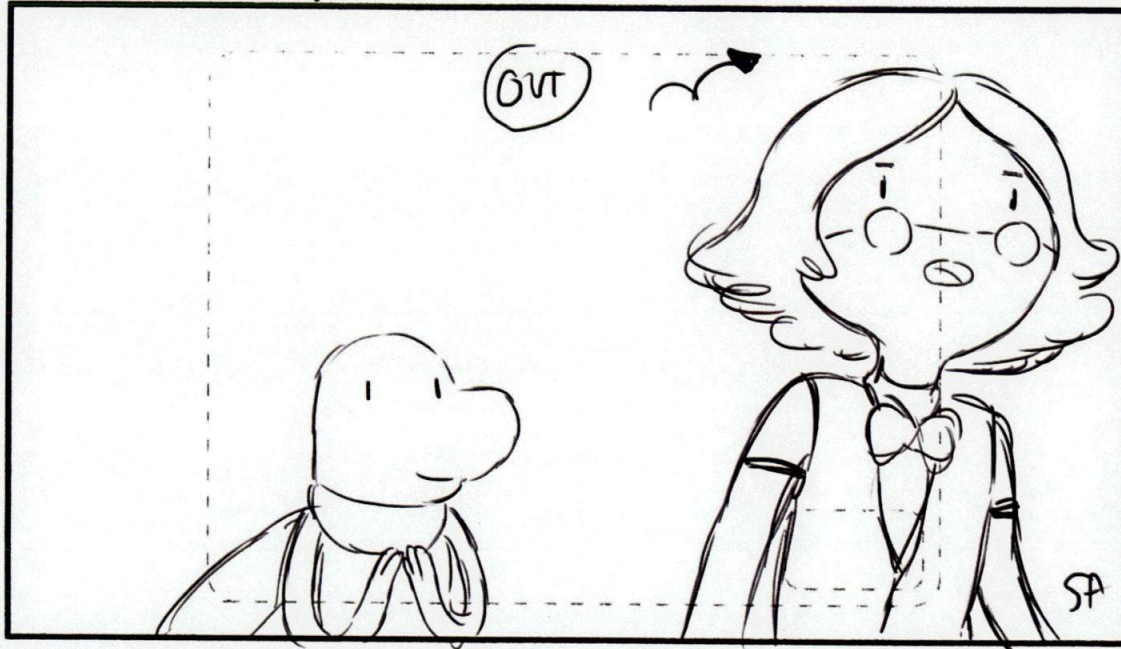
day night



Sc. *104 CONT* Pnl. *D*

Bg.

day night



Dialog:

G/ Ok get in there and reach!

S) I THINK I WILL.

Action:

- GUNTHER NUDGES SIMON WITH ELBOW.

- SIMON STRIDES FORWARD OFF/S.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME

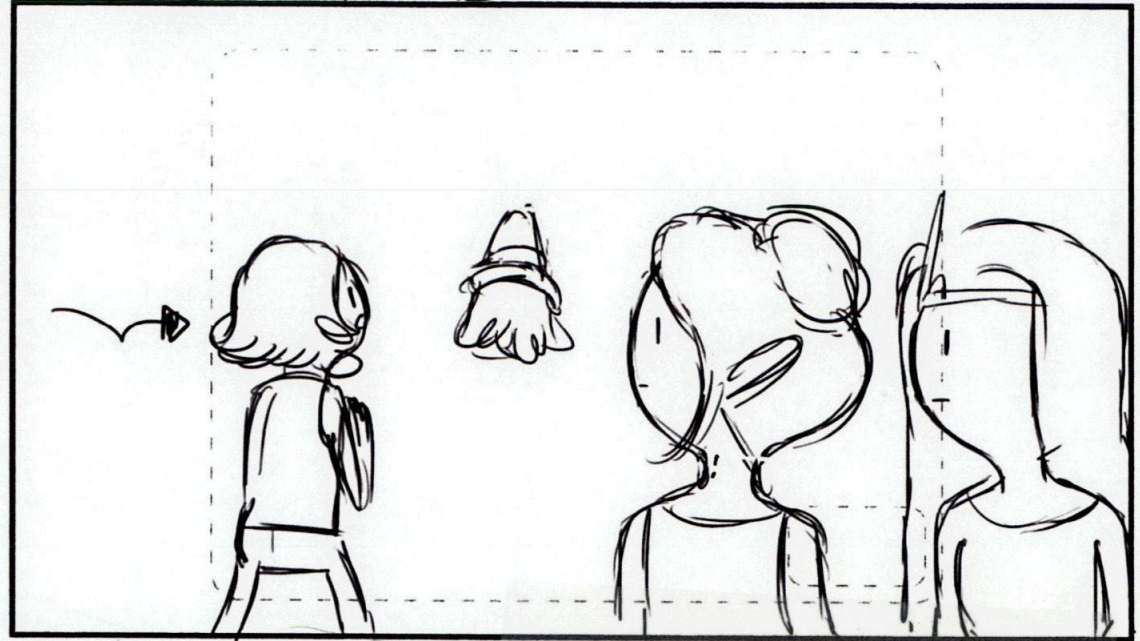


Page **234**

Sc. **185** Pnl. **A** Bg. day night



Sc. **185 CONT** Pnl. **B** Bg. day night



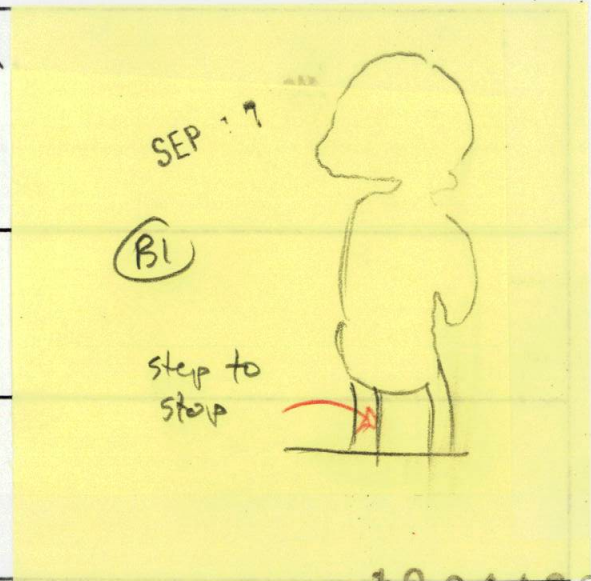
Dialog:

S BETTY...

Action:

-SIMON WALKS ON/S.

Timing:



EPISODE # **1034-234**

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME

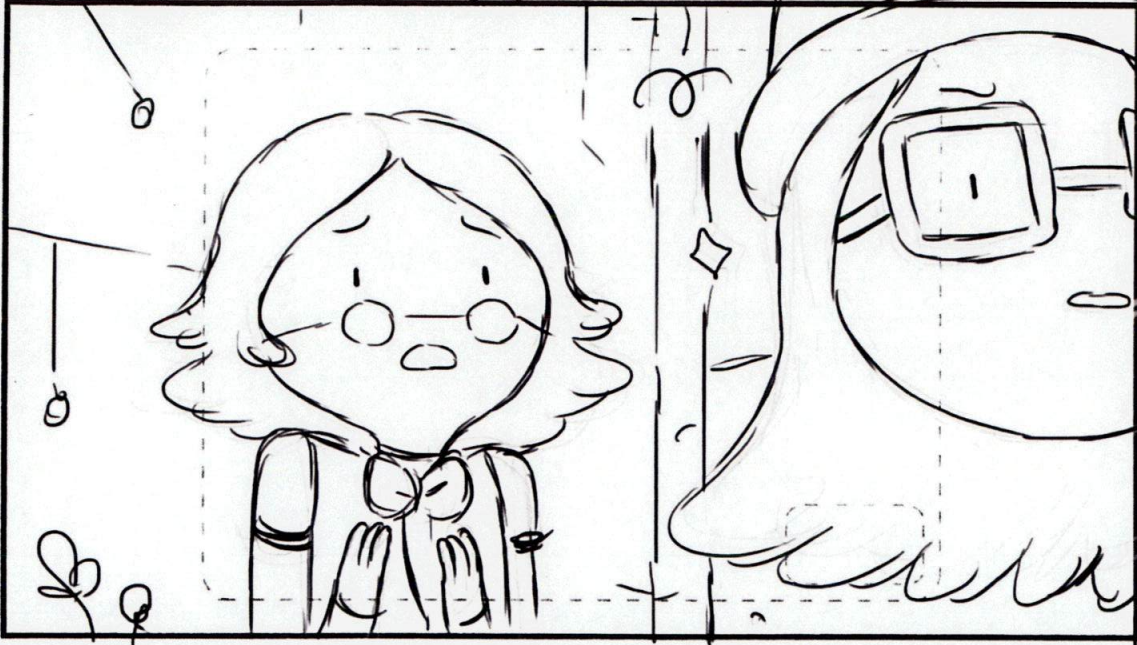


Sc. 186

Pnl. A

Bg.

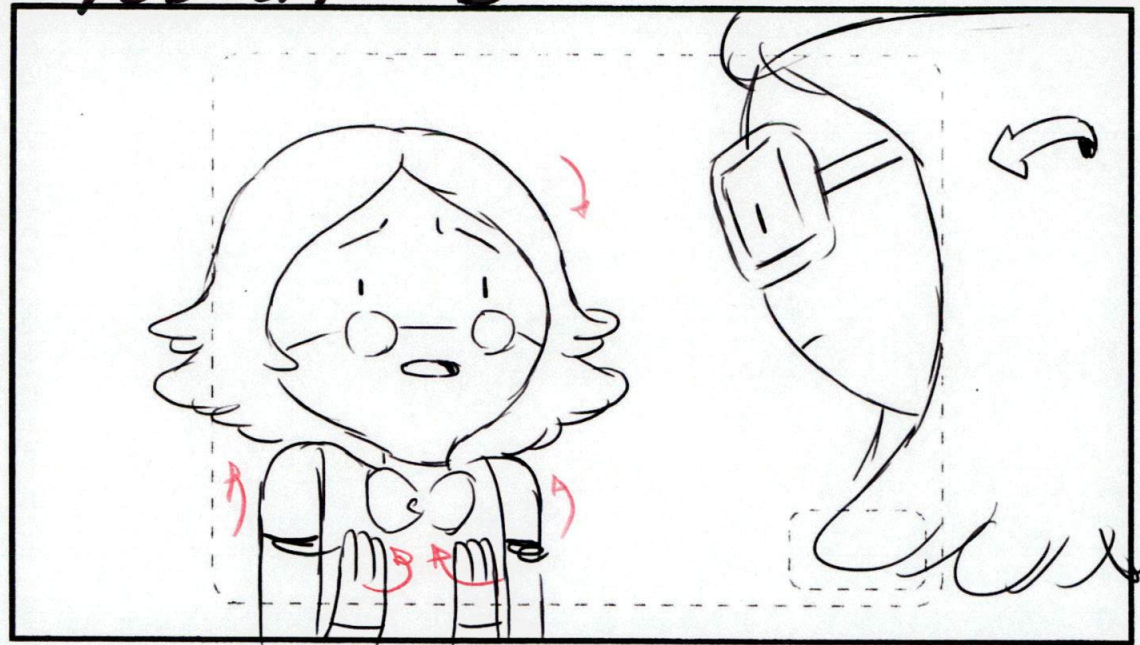
day night



Sc. 186 cont Pnl. B

Bg.

day night



Dialog:

S, IT'S ME, SIMON...

S, I'M THE REASON YOU'RE
DOING ALL THIS.

Action:

- BETTY TURNS AROUND.

Timing:

SEP 17 2015

EPISODE #

1034-234

1034/234

Production :

1034/234

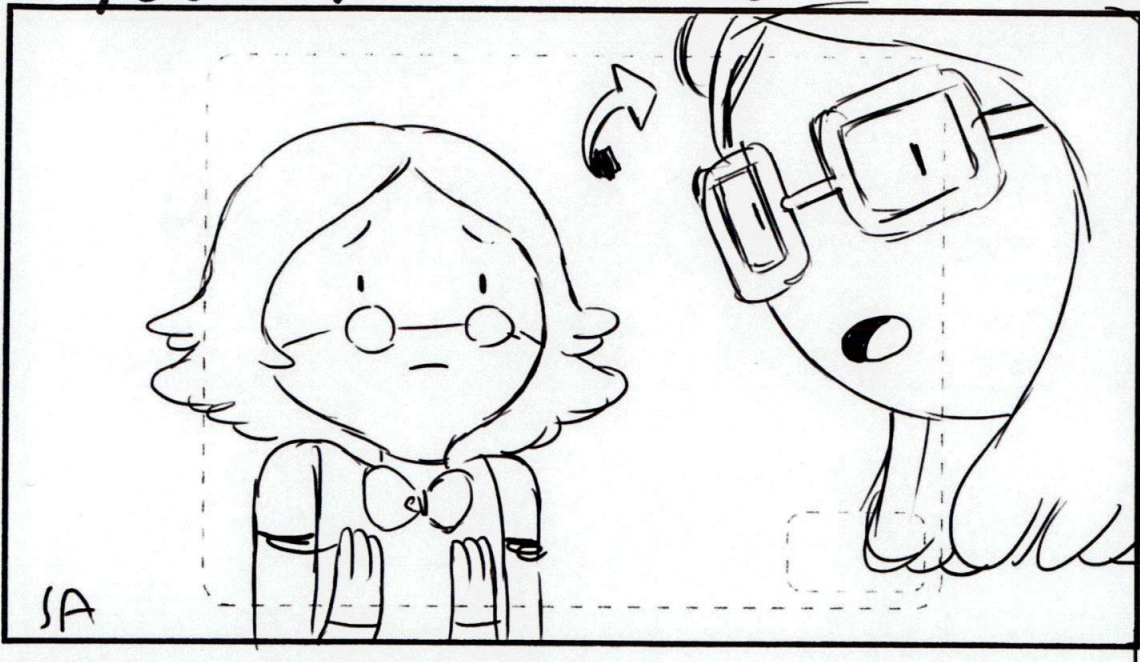
ADVENTURE TIME



Sc. 186 CONT Pnl. C

Bg.

day night

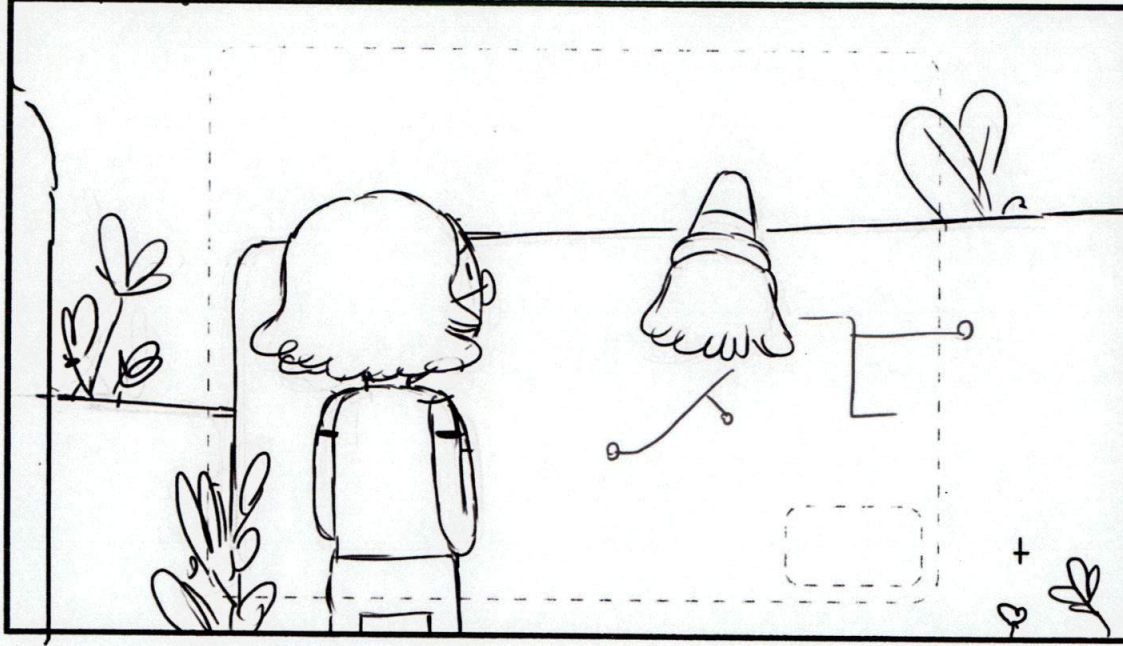


Sc. 187

Pnl. A

Bg.

day night



Dialog:

B, I'm BUSY.

Action:

- BETTY TURNS AWAY.

Timing:

SEP 17 2015

Production :

EPISODE #

1034-234

1034/234

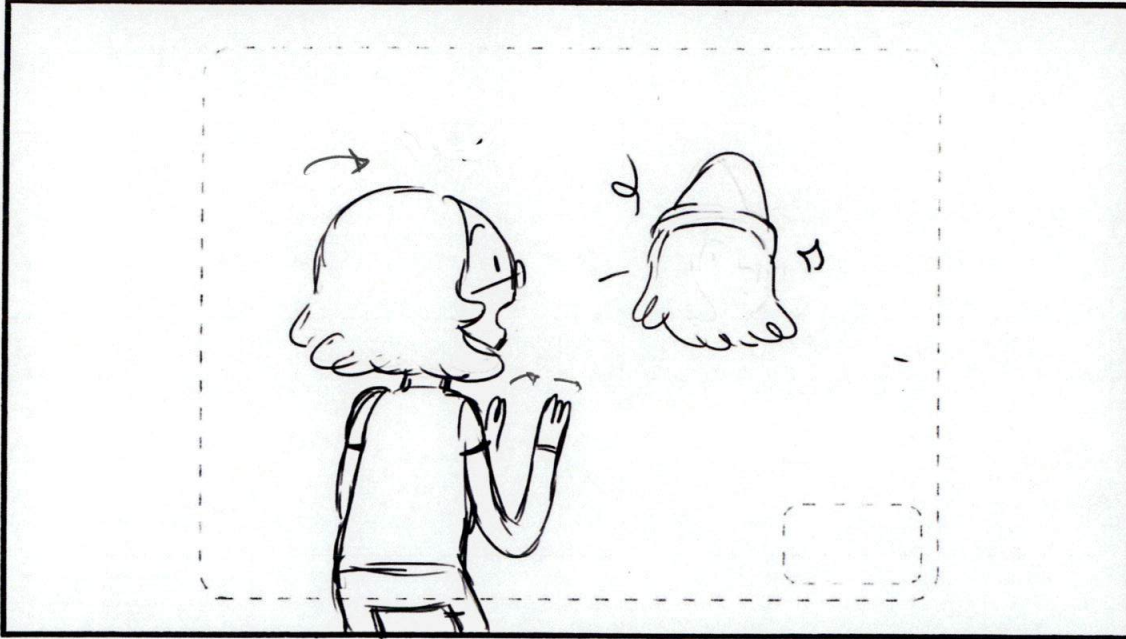
ADVENTURE TIME



Sc. **187 CONT** Pnl. **B**

Bg.

day night

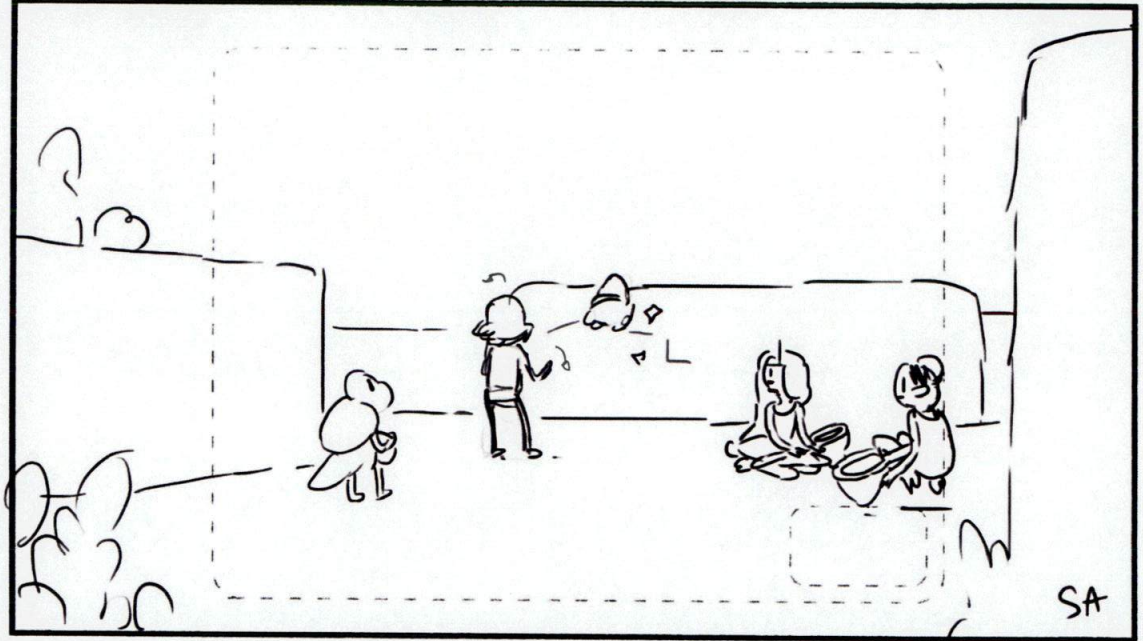


Sc. **188**

Pnl. **A**

Bg.

Page **237**
day night



Dialog:	S, REMEMBER HOW WE MET ?'	S, WHEN WE BOTH REACHED FOR THE SAME BOOK IN THE LIBRARY -
Action:		
Timing:		

SEP 17 2011

1034-234

EPISODE #

1034/234

Production :

1034/234

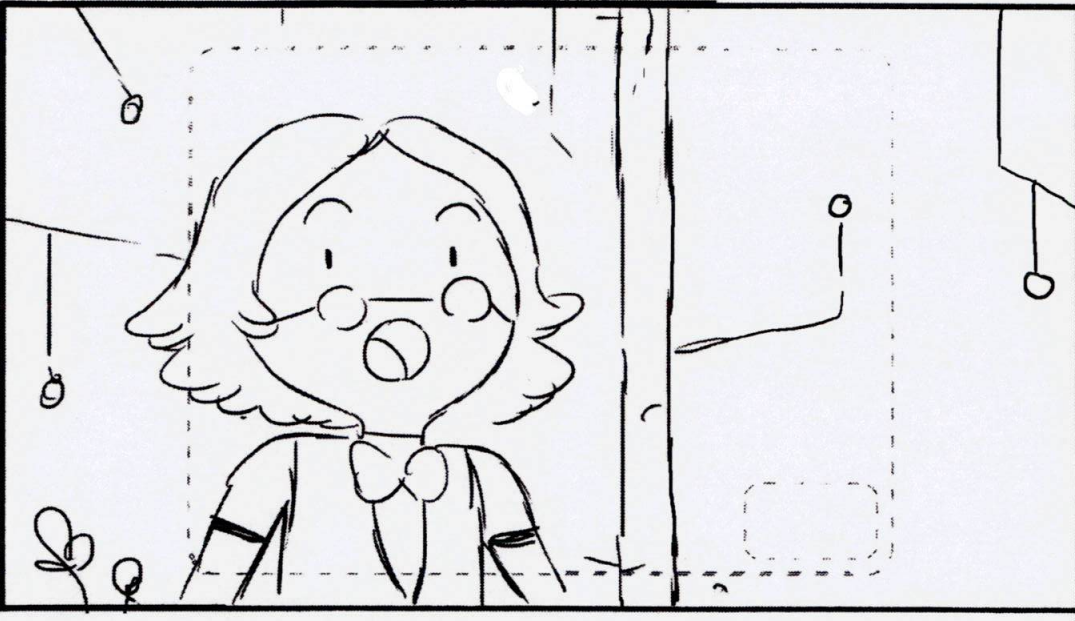
1034/234

ADVENTURE TIME

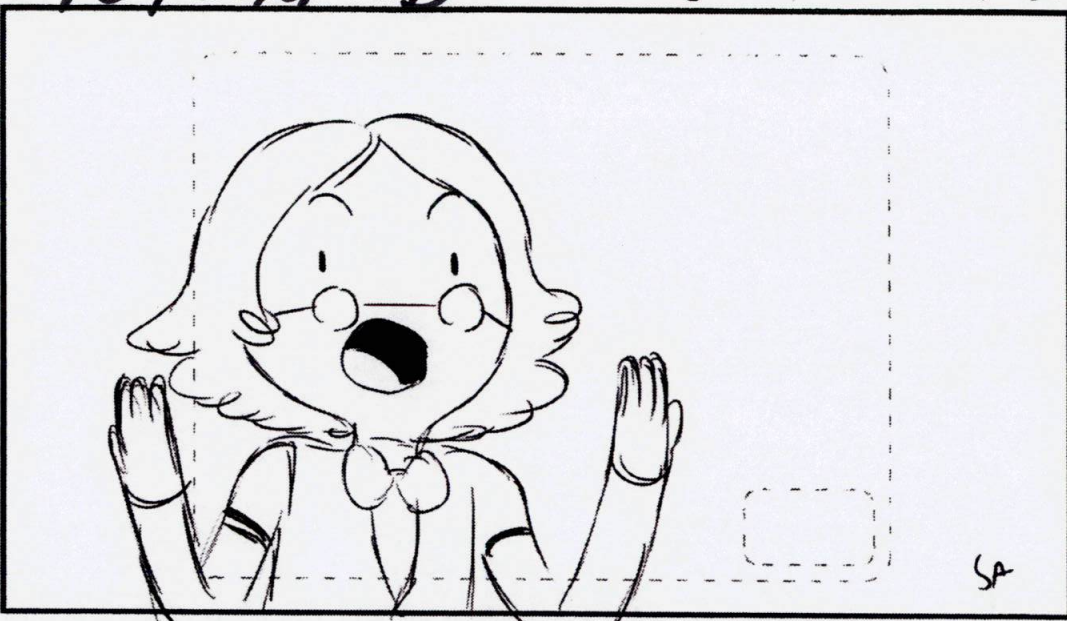


Page **238**

Sc. **189** Pnl. **A** Bg. day night



Sc. **189 CONT** Pnl. **B** Bg. day night



Dialog:	<u>S</u>) AND I SAID YOU COULD YOU COULD
Action:	
Timing:	

SEP 17 2015

EPISODE # **1034-234**
Production :

1034/234

1034/234

1034/234

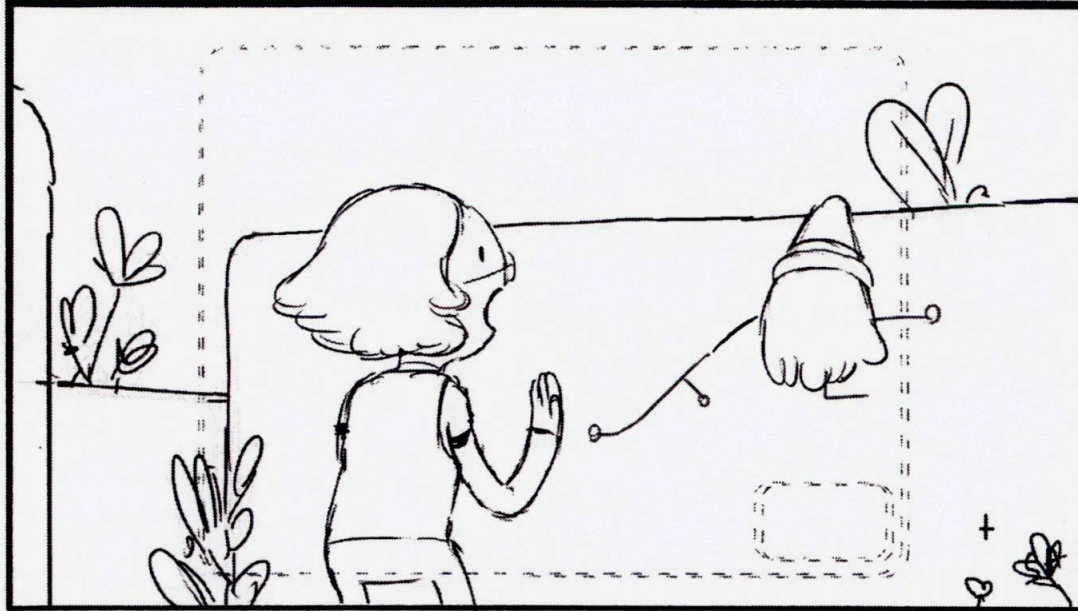
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ADVENTURE TIME

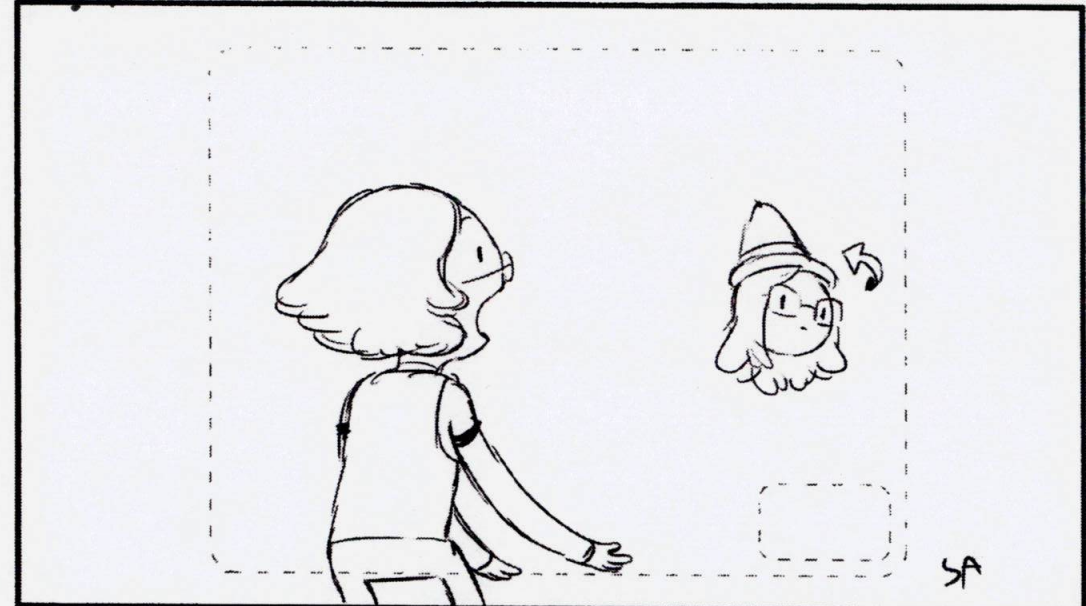


Page 239

Sc. 190 Pnl. A Bg. day night



Sc. 190 CONT Pnl. B Bg. day night



Dialog:

S) - AND WHEN YOU RETURNED
IT YOU LEFT A NOTE INSIDE-

S) - BECAUSE YOU KNEW ID
BORROW IT NEXT!

Action:

- BETTY SLOWLY TURNS.

SEP 17 2015

Timing:

EPISODE # 1034-234

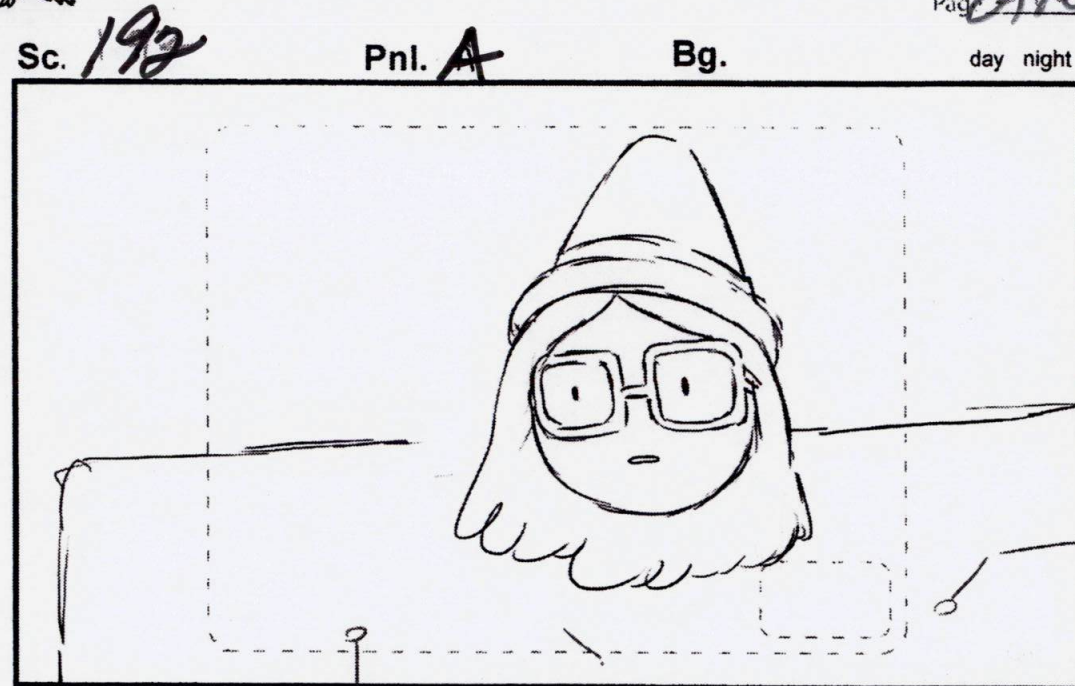
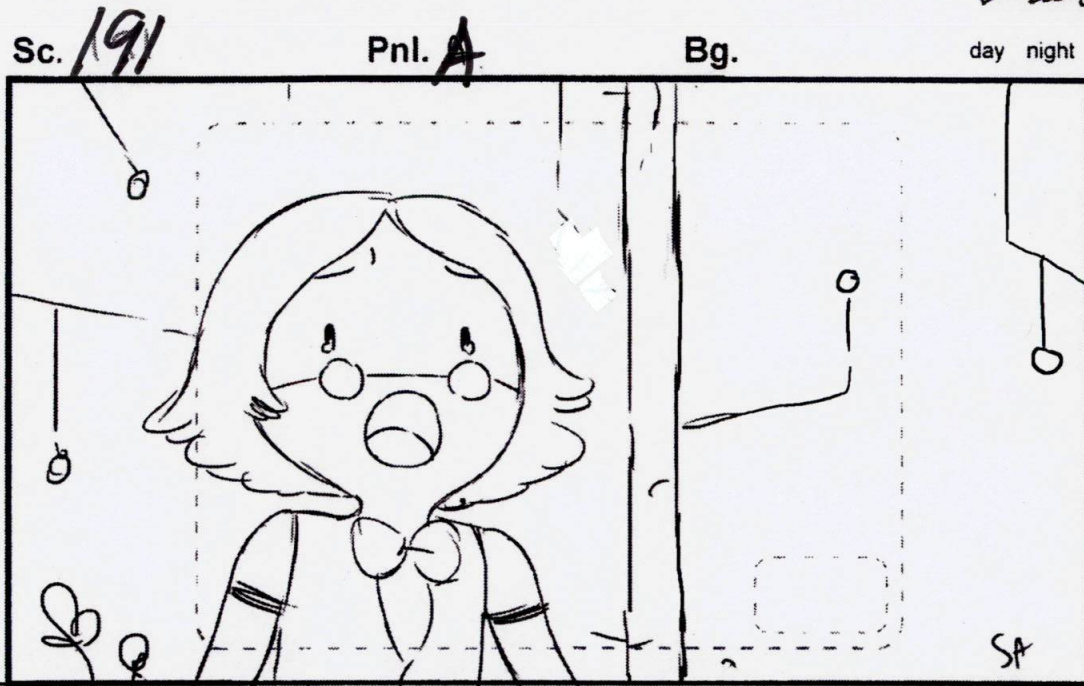
Production :

1034/234

ADVENTURE TIME



Page 240



Dialog:

S, IT WAS THE FUNNIEST, SMARTEST
NOTE I'VE EVER READ!

Action:

Timing:

SEP 17 2015

Production :

EPISODE #

1034-234

1034/234

1034/234

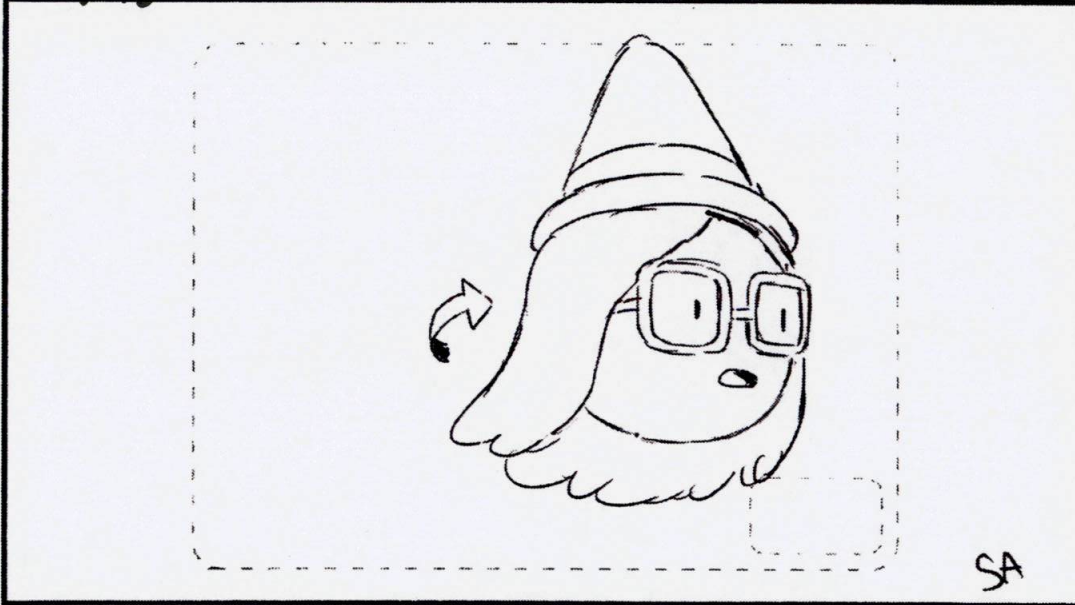
1034/234

ADVENTURE TIME

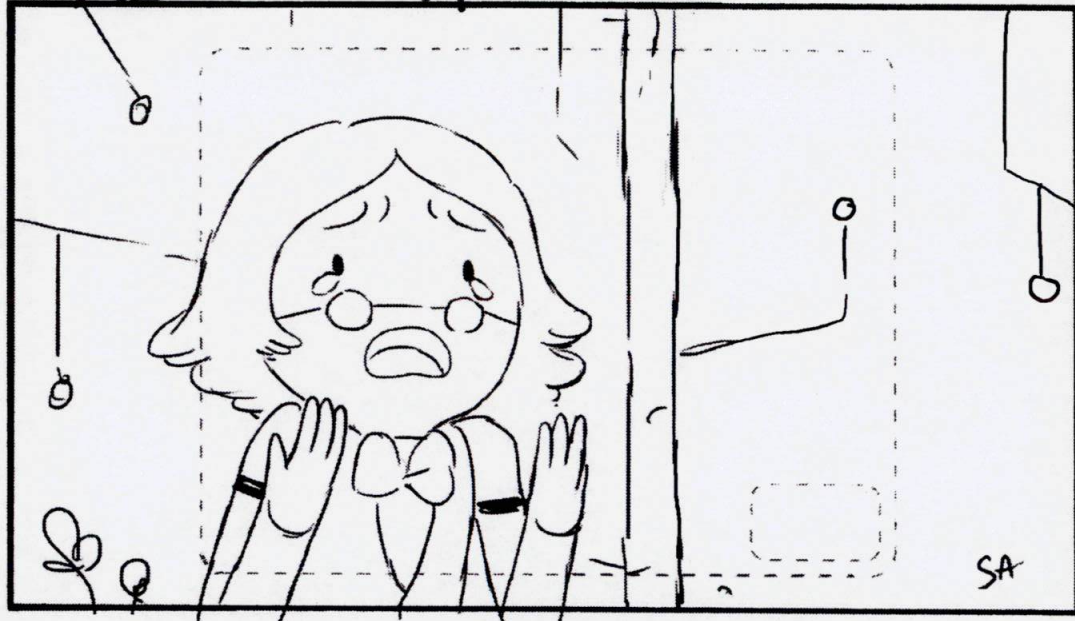


Page 241

Sc. 192 CONT Pnl. B Bg. day night



Sc. 193 Pnl. A Bg. day night



Dialog:	<u>B</u> : I... HAVE TO WORK.	<u>S</u> : BETTY, I LOVE YOU <u>SO MUCH</u>
Action:	- BETTY STARTS TO TURN.	
Timing:	SEP 17 2015	

1034-234
EPISODE #

Production :

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1034/234

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ADVENTURE TIME

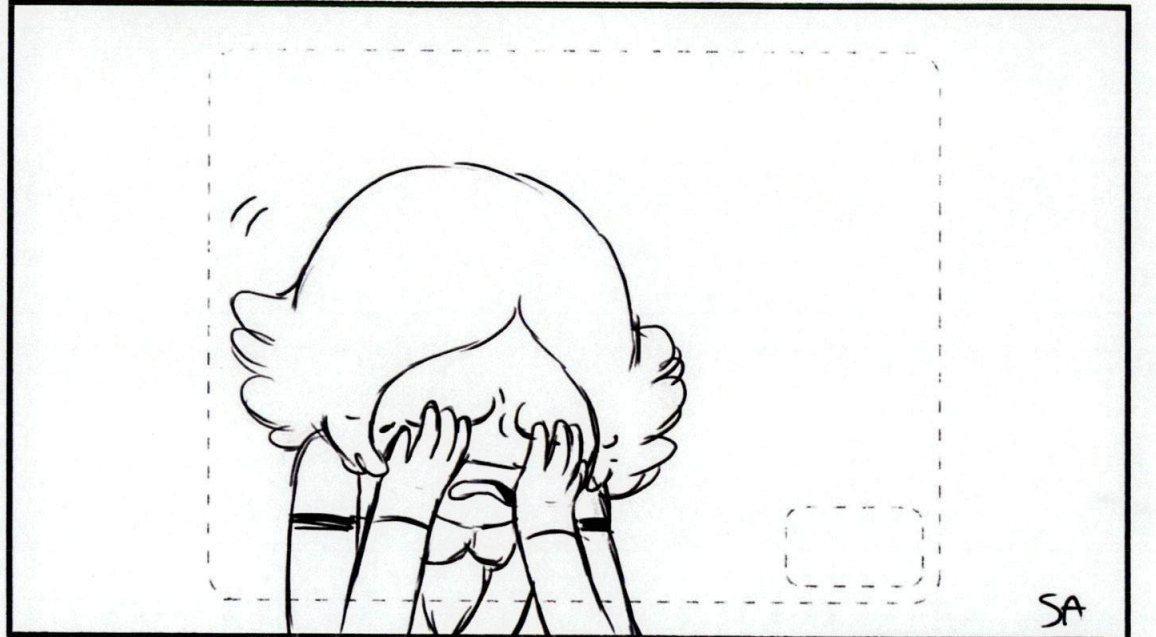


Page 242

Sc. 193 CONT Pnl. B Bg. day night



Sc. 193 CONT Pnl. C Bg. day night



Dialog:	<u>S</u> BUT YOU <u>CAN'T</u> HELP ME <u>IF ...</u> !!	<u>S</u> like this
		(CRYING)
Action:		
Timing:		

SEP 17 2011

1034/234

1034-234

EPISODE #

1034/234

Production :

1034/234

ADVENTURE TIME

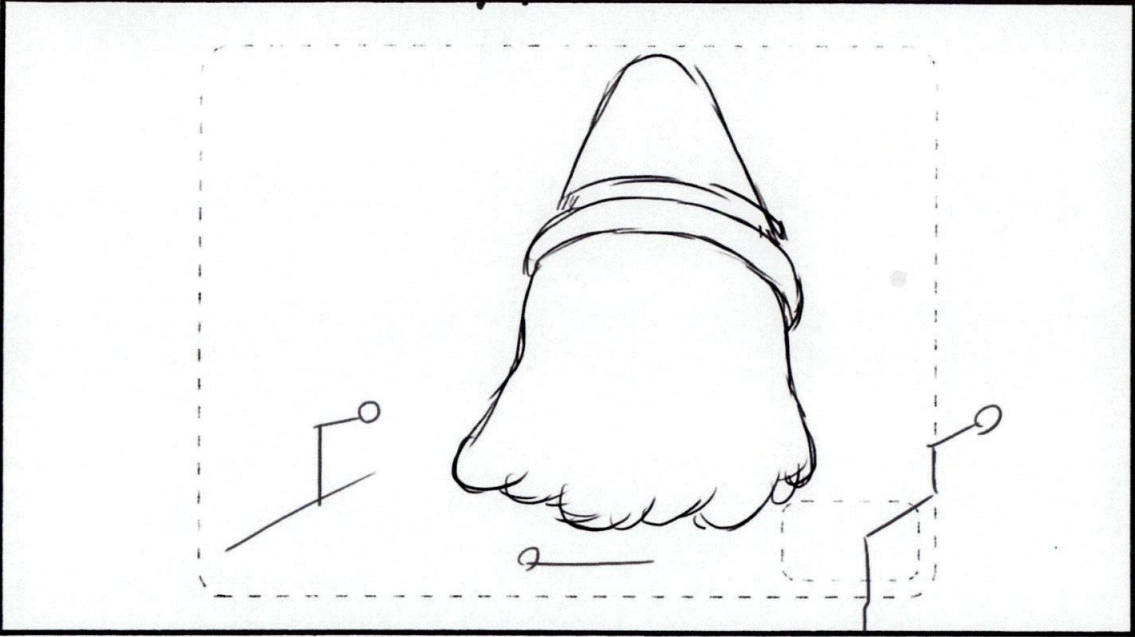


Sc. **194**

Pnl. **A**

Bg.

day night



Sc. **194 CONT** Pnl. **B**

Bg.

day night



Page **243**

Dialog:	S, I <u>CAN</u> AND I <u>WILL</u> HELP YOU ! <u>SIMON</u> !
Action:	(CIRCUTRY BULLS OFF) SEP 17 2015
Timing:	

EPISODE # 1034-234

1034/234

Production :

1034/234

1034/234

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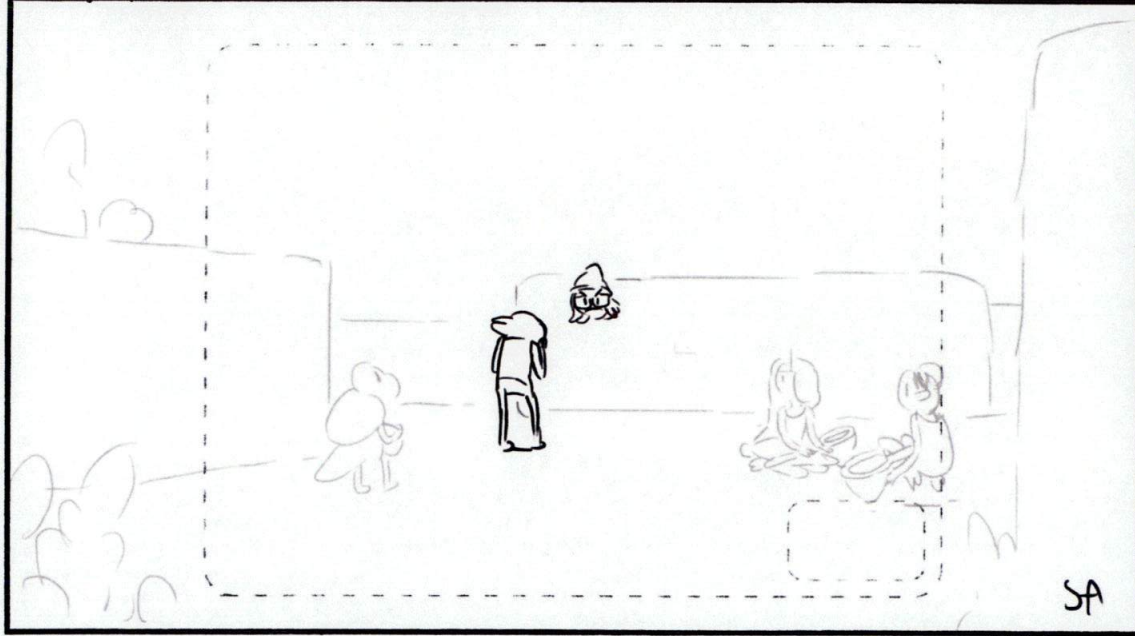


Sc. **195**

Pnl. **A**

Bg.

day night

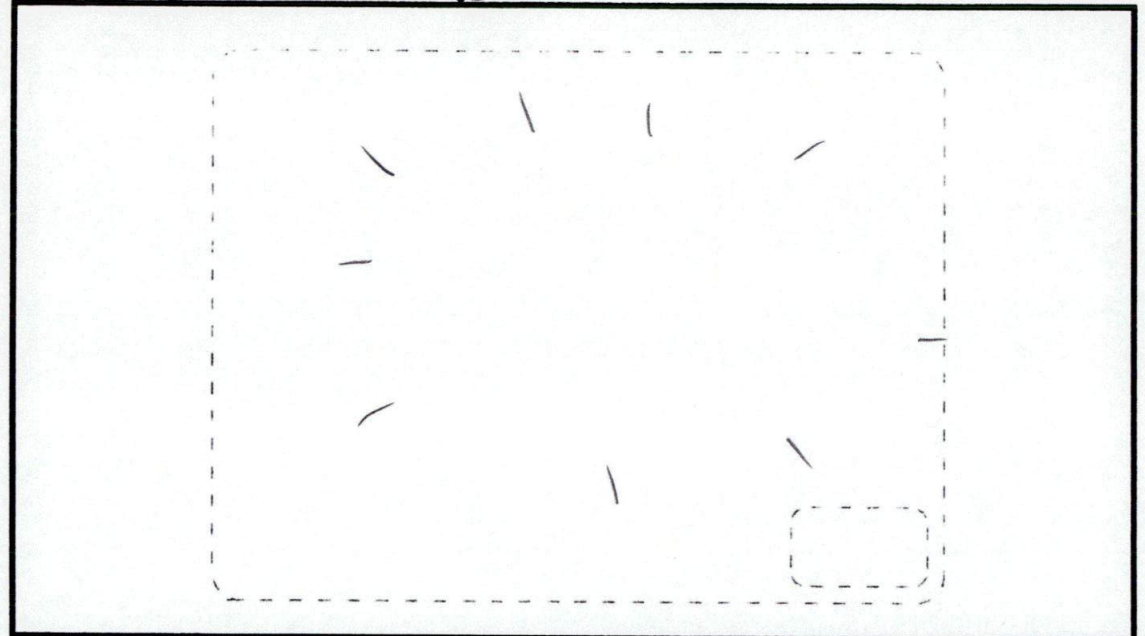


SA

Sc. **195 cont** Pnl. **B**

Bg.

day night



Page **244**

Dialog:

SFX: *SZZZT!*

-

(GLITCH)

Action:

Timing:

SEP 17 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

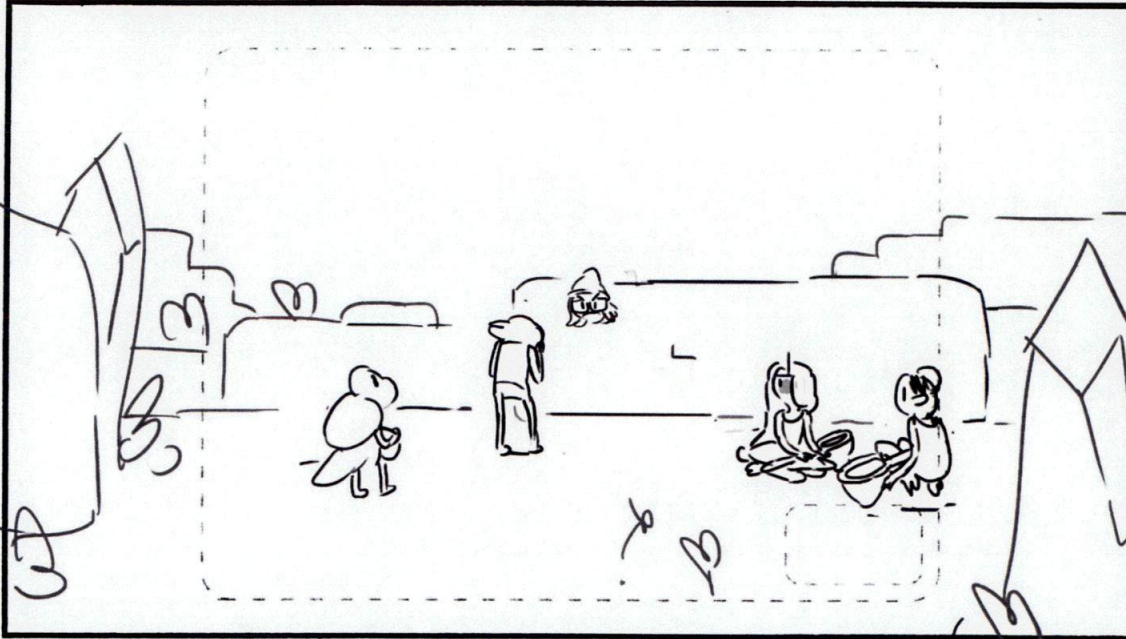
ADVENTURE TIME



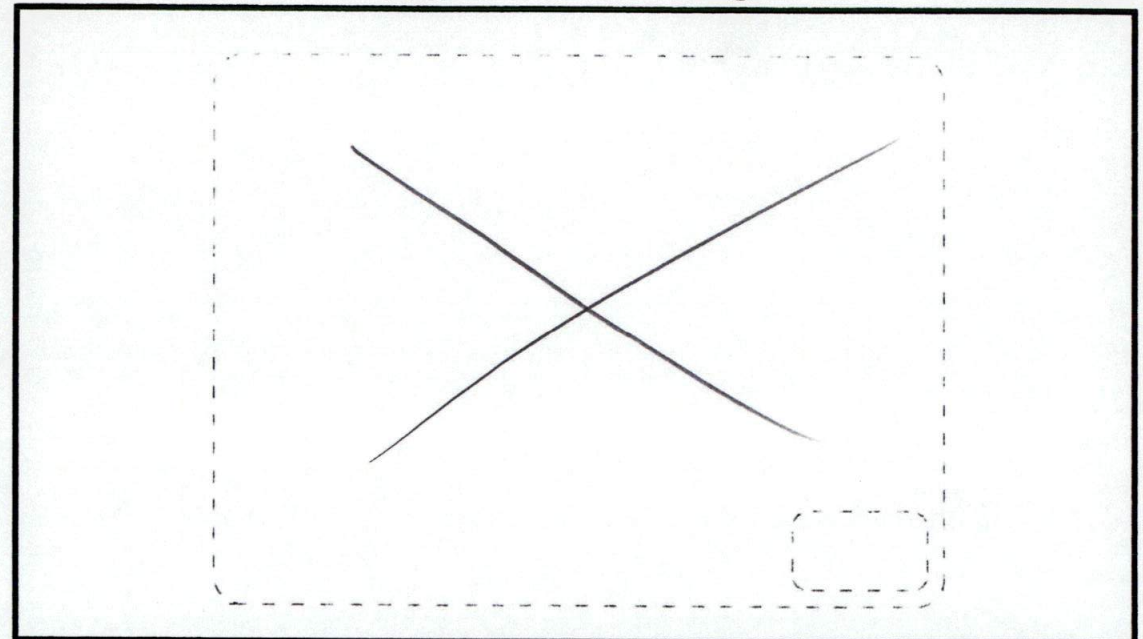
NO SC 196

Page 245

Sc. 195 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: BG REARRANGED?
Timing:

SEP 17 2011

1034-234

EPISODE #

1034/234

Production :

1034/234

1034/234

ADVENTURE TIME



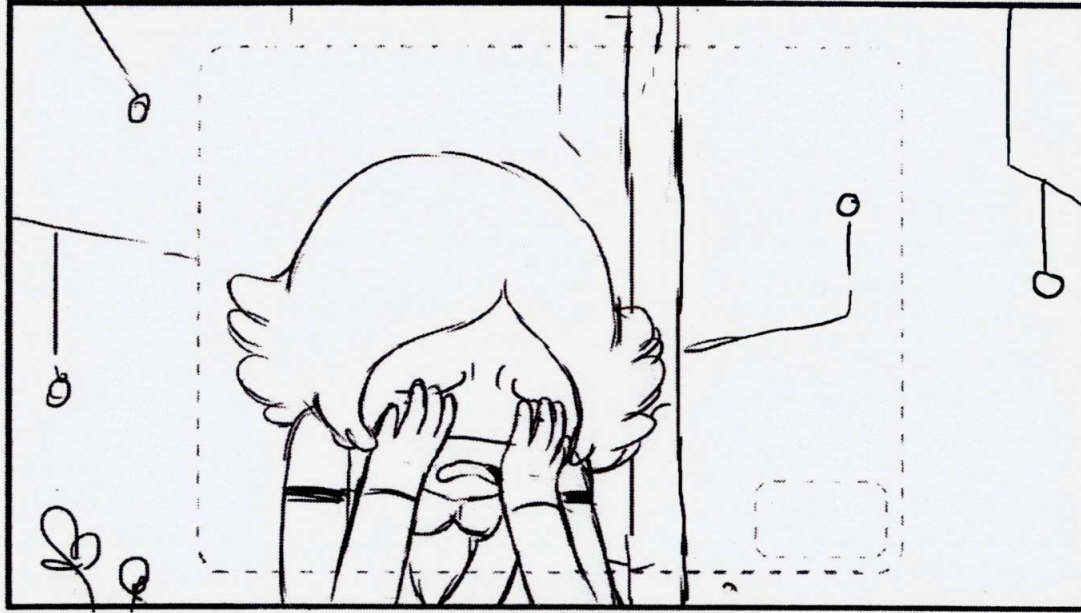
Page 246

Sc. 197

Pnl. A

Bg.

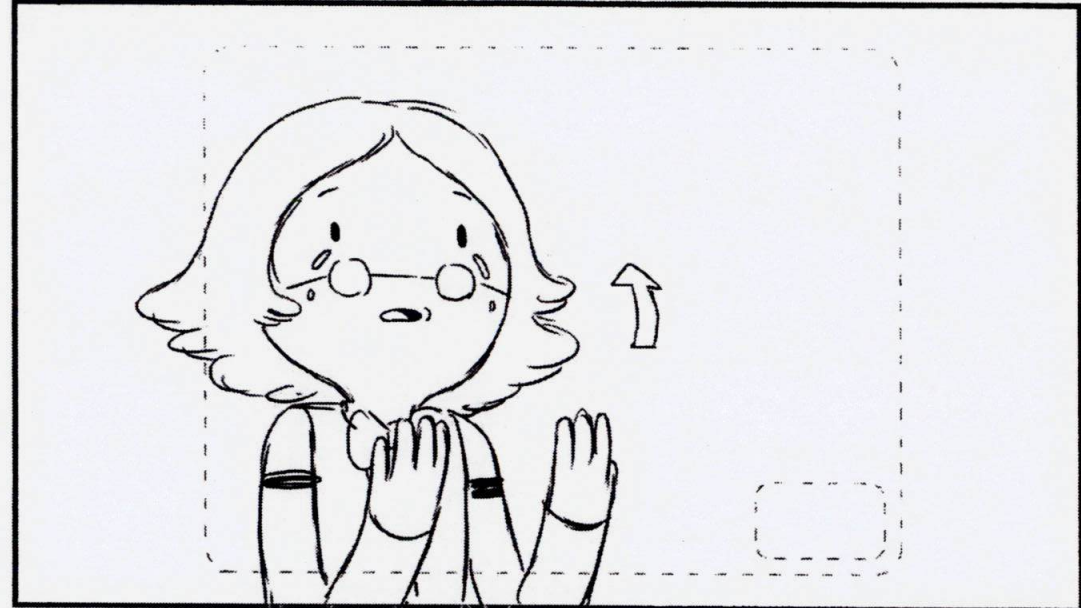
day night



Sc. 197 CONT Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

SEP 17 2015

Production :

EPISODE # 1034-234

1034/234

1034/234

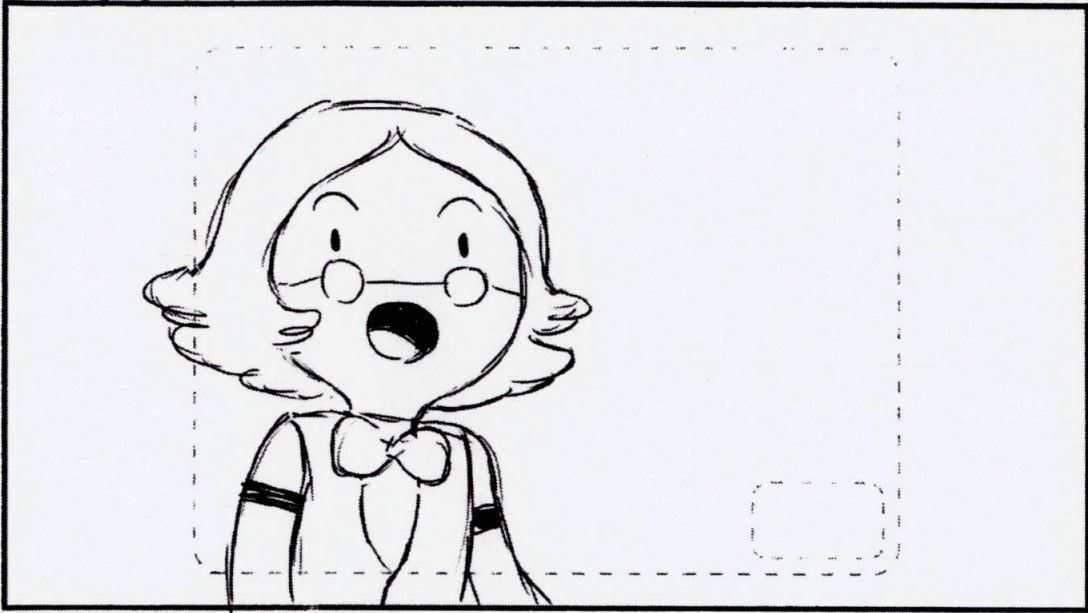
1034/234

ADVENTURE TIME

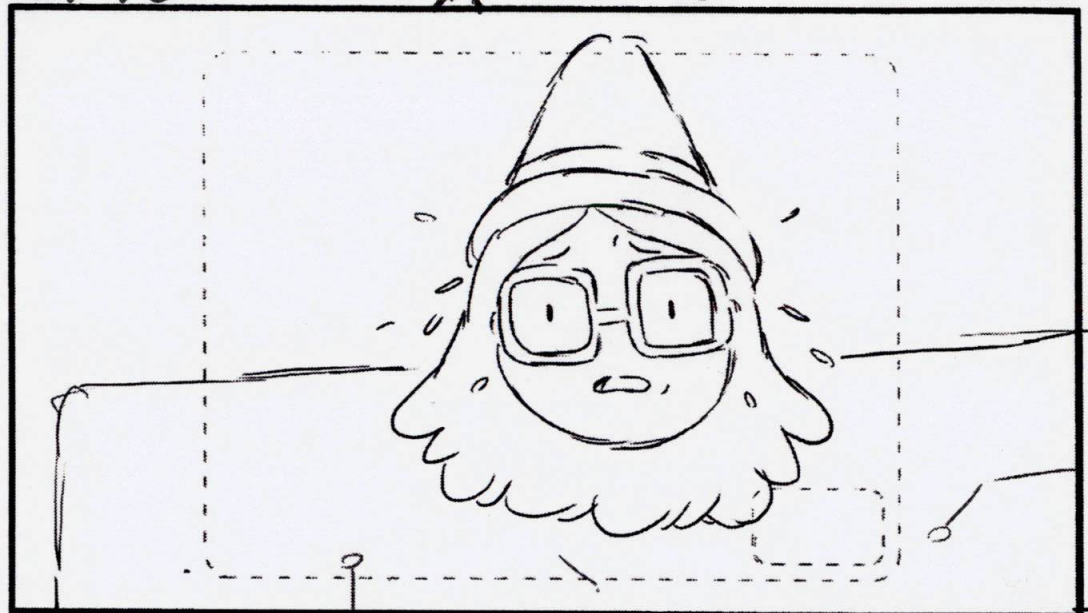


Page 247

Sc. 197 CONT Pnl. C Bg. day night



Sc. 198 Pnl. A Bg. day night



Dialog:	<u>S:</u> YOU REMEMBER ME!	B, I...
Action:		
Timing:		

SEP 17 2015

EPISODE # 1034-234
Production :

1034/234

1034/234

1034/234

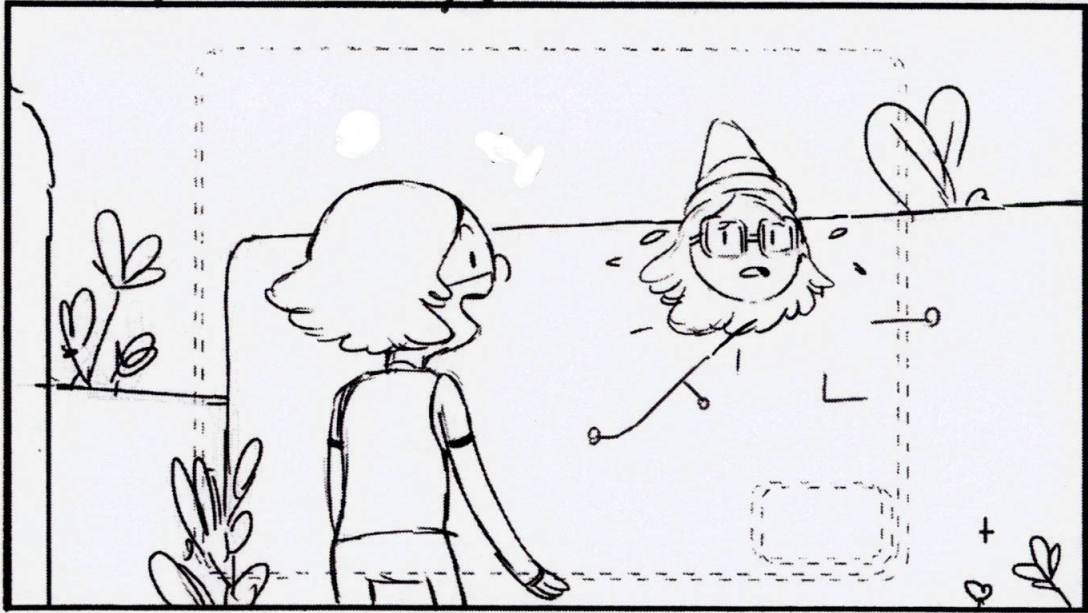
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ADVENTURE TIME




Page 340

Sc. 199 Pnl. A Bg. day night



Sc. 199 cont Pnl. B Bg. day night



Dialog:	BETH "I" --- S) STAY WITH THAT FEEUNG BETTY !
Action:	
Timing:	SEP 17 2015

EPISODE # 1034-234
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1034/234

1034/234

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ADVENTURE TIME



Page 249

Sc. 200 Pnl. A Bg. day night



Sc. 200 CONT Pnl. B Bg. day night



Dialog:	<u>S</u> (o/s) STAY WITH IT!!	<u>B</u> : RRRRR
Action:	- BETTY VIBRATES, STRAINS.	
Timing:	SEP 17 2015	

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1034/234

ADVENTURE TIME



Sc. *200 CONT* Pnl. *C*

Bg.

day night



Sc. *200 CONT* Pnl. *D*

Bg.

day night



Page *250*

Dialog:

SFX) [SPARK]

B, ... SIMON ... ?

Action:

- BETTY SHIFTS COLOR, STABILIZES.

SEP 17 2011

Timing:

EPISODE #

1034-234

1034/234

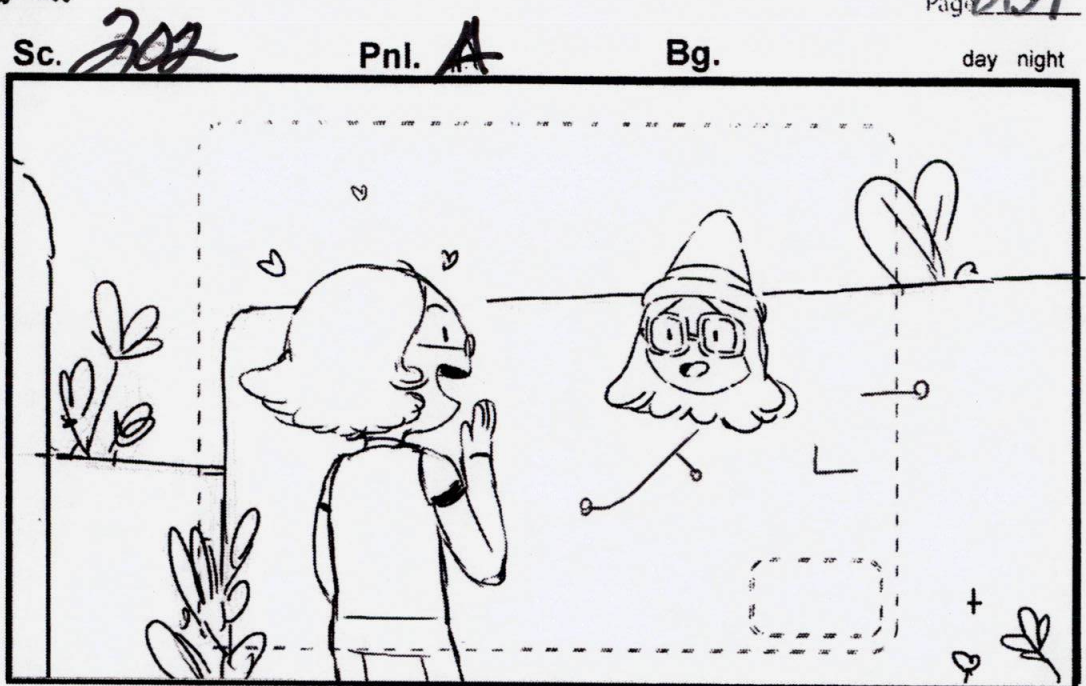
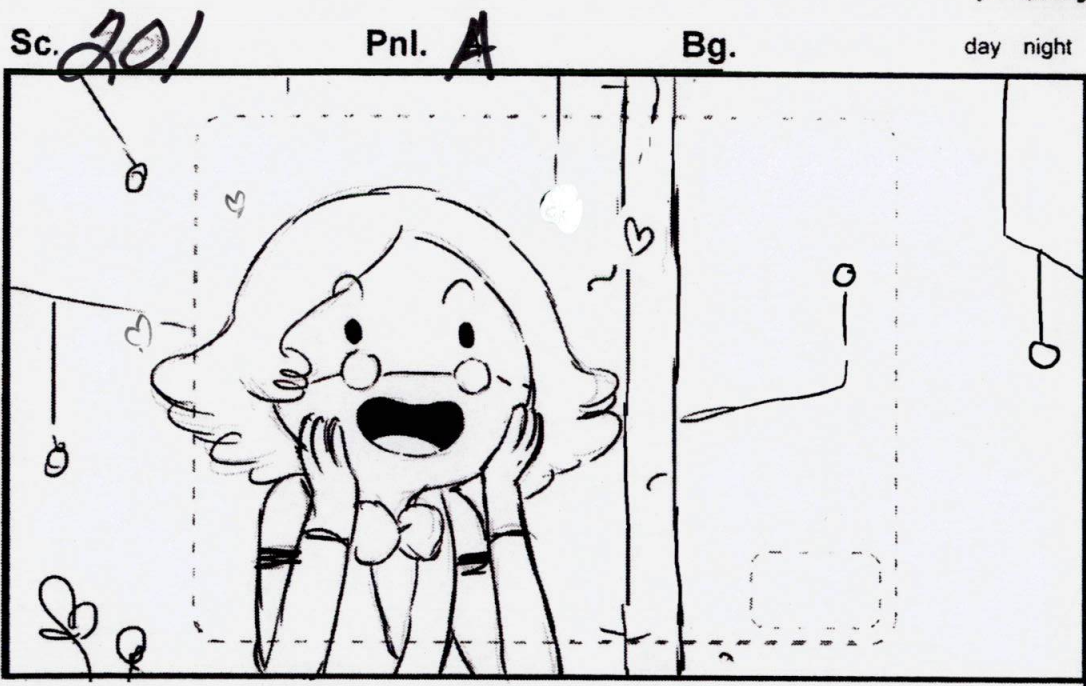
Production :

1034/234

ADVENTURE TIME



Page 251



Dialog:

S) OH BETY, I ~~CANT BELIEVE~~ (S) I CANT BELIEVE IT'S BEEN YOU

Action:

(ANIMATE HEART)

Timing:



SEP 17 2011

EPISODE # 1034-234

Production :

1034/234

1034/234

1034/234

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ADVENTURE TIME



NO SC 204

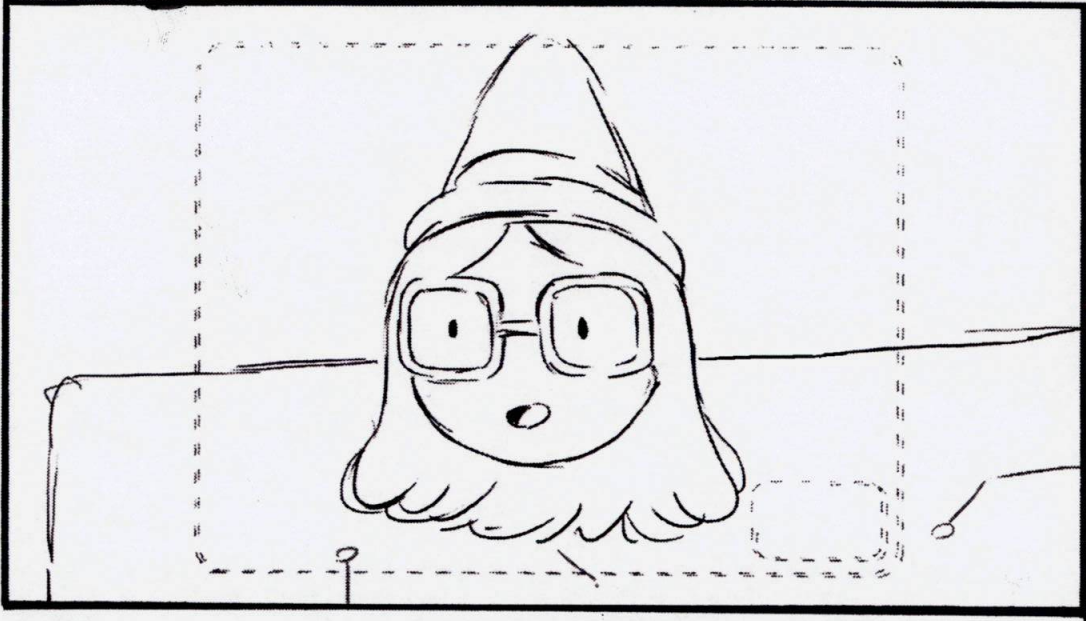
Page 252
day night

Sc. 203

Pnl. A

Bg.

day night

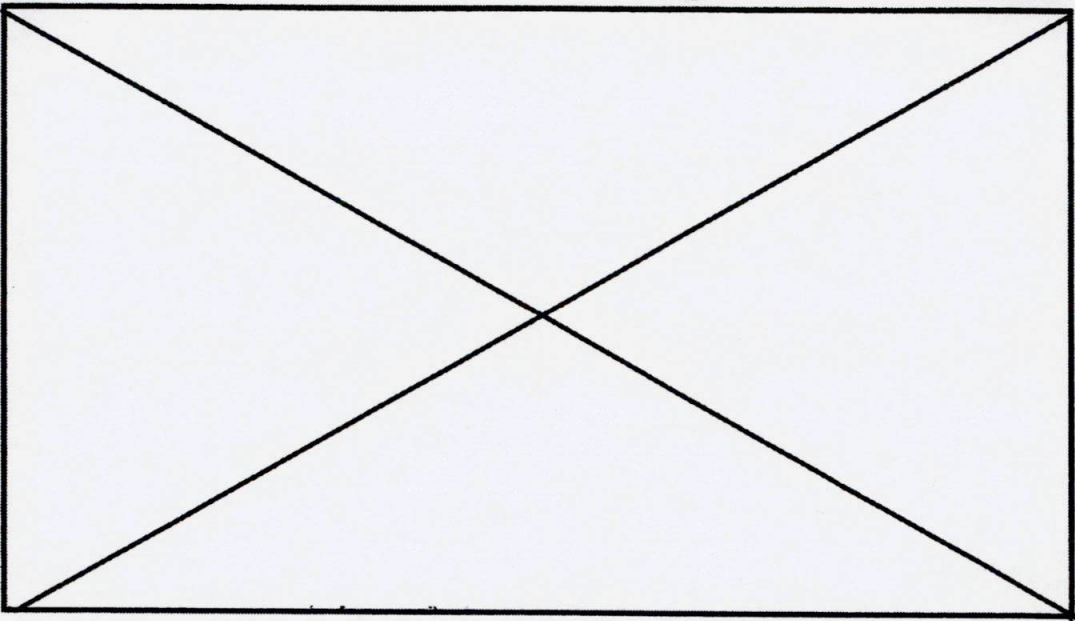


Sc.

Pnl.

Bg.

day night



Dialog:

B/ Technically I'm a magical
A.I. avatar derived from
Betty's memories.

Action:

Timing:

SEP 18 2015

Production :

EPISODE # 1034-234

1034/234

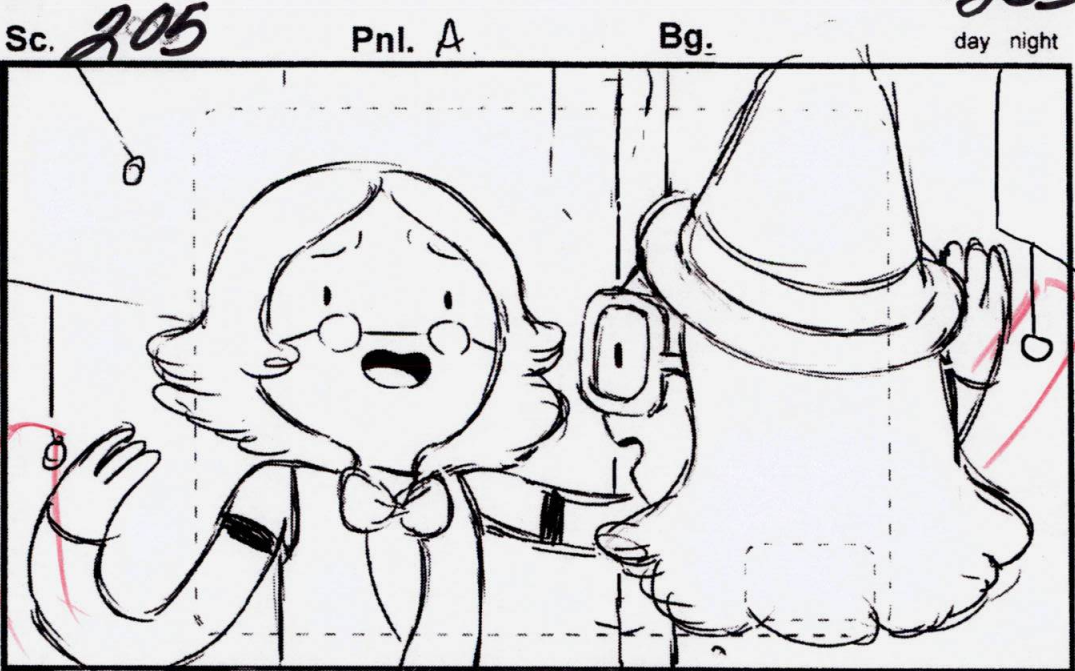
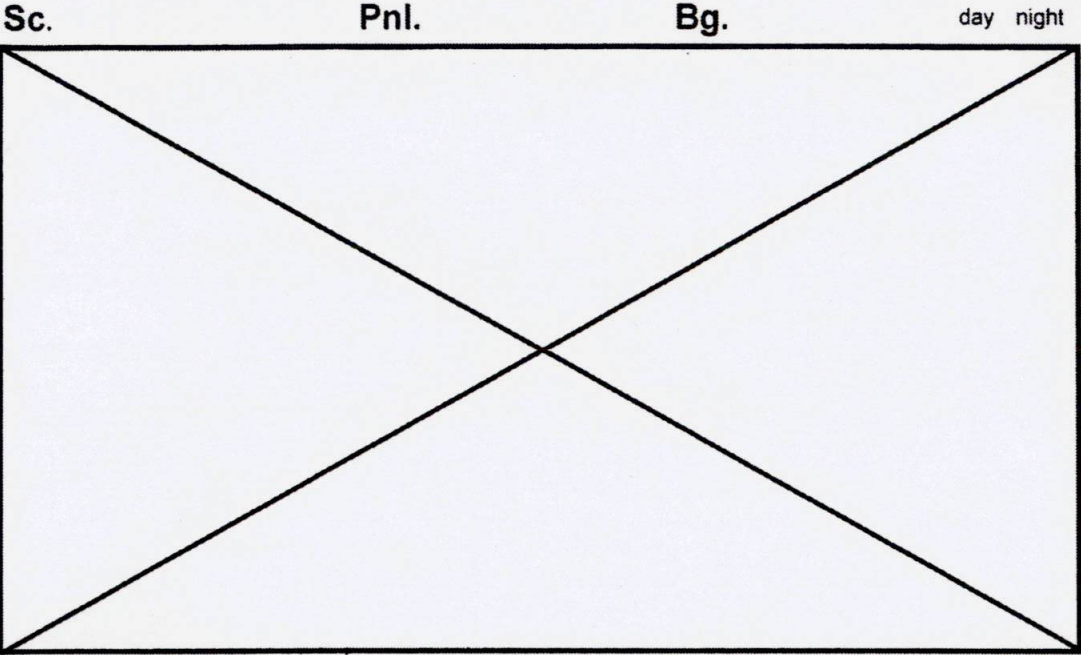
1034/234

ADVENTURE TIME



No sc204

Page 253



Dialog:

Action:

Timing:

AL SP ARMS

SEP 18 2015

EPISODE # 1034-234
1034/234
Production :

1034/234

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1034/234

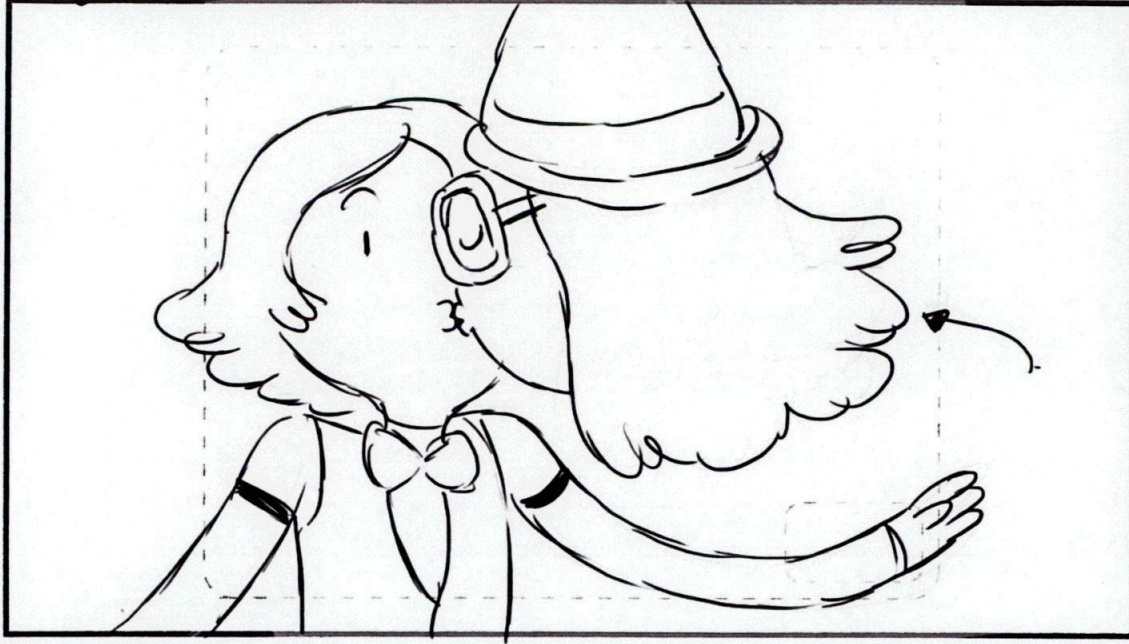
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ADVENTURE TIME



Page **254**
day night

Sc. **205 CONT** Pnl. **B** Bg. day night



Sc. **205 CONT** Pnl. **C** Bg. day night



Dialog:
<u>SFX:</u> (SMOOTH)
Action:
(BB GOES BLACK)
Timing:
SEP 18 2015

EPISODE # 1034-234

1034/234

Production :

1034/234

ADVENTURE TIME

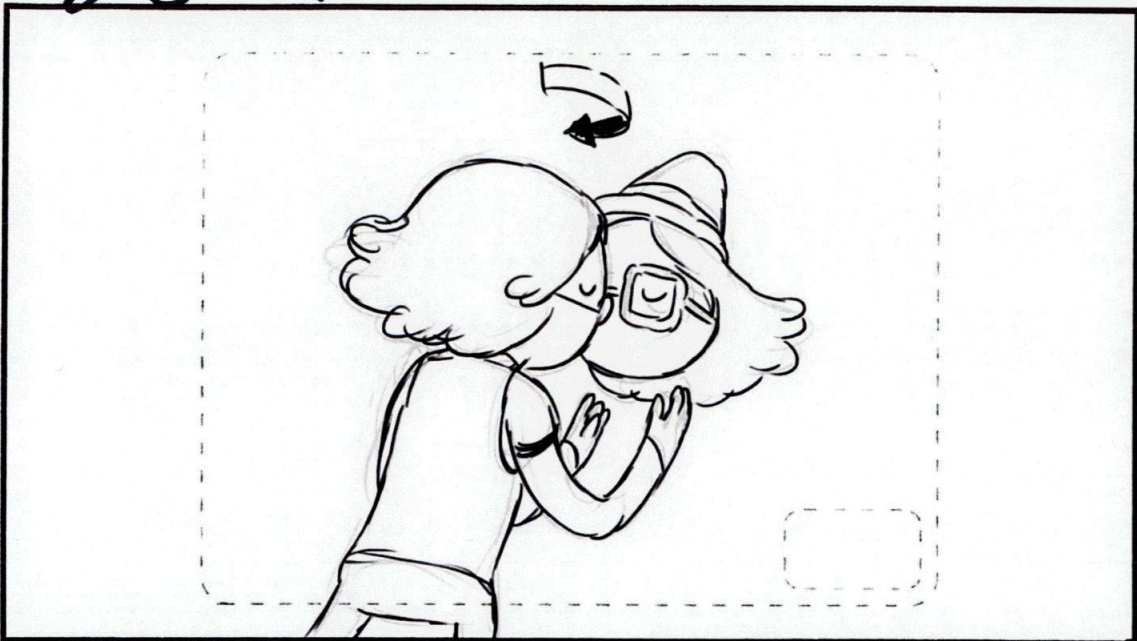


Page **255**

Sc. **205 CONT** Pnl. **D**

Bg.

day night



Sc. **205 CONT** Pnl. **E**

Bg.

day night



Dialog:

Action:

-CAM SPINS AROUND SIMON + BETTY, TRUCKS OUT AS THEY KISS.

SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production :

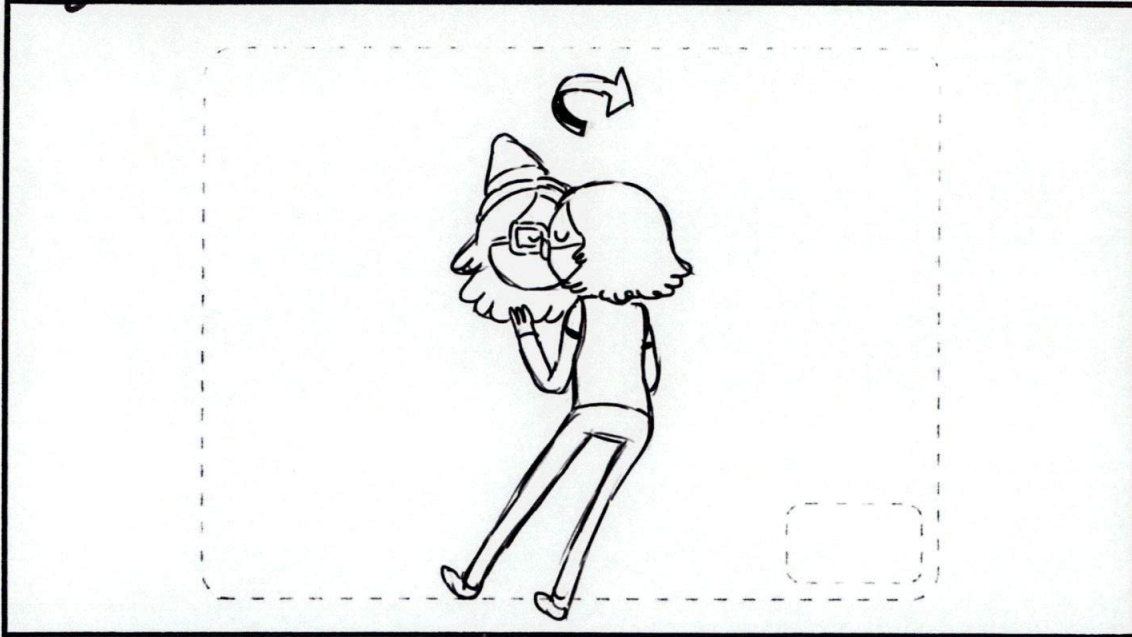
1034/234

ADVENTURE TIME

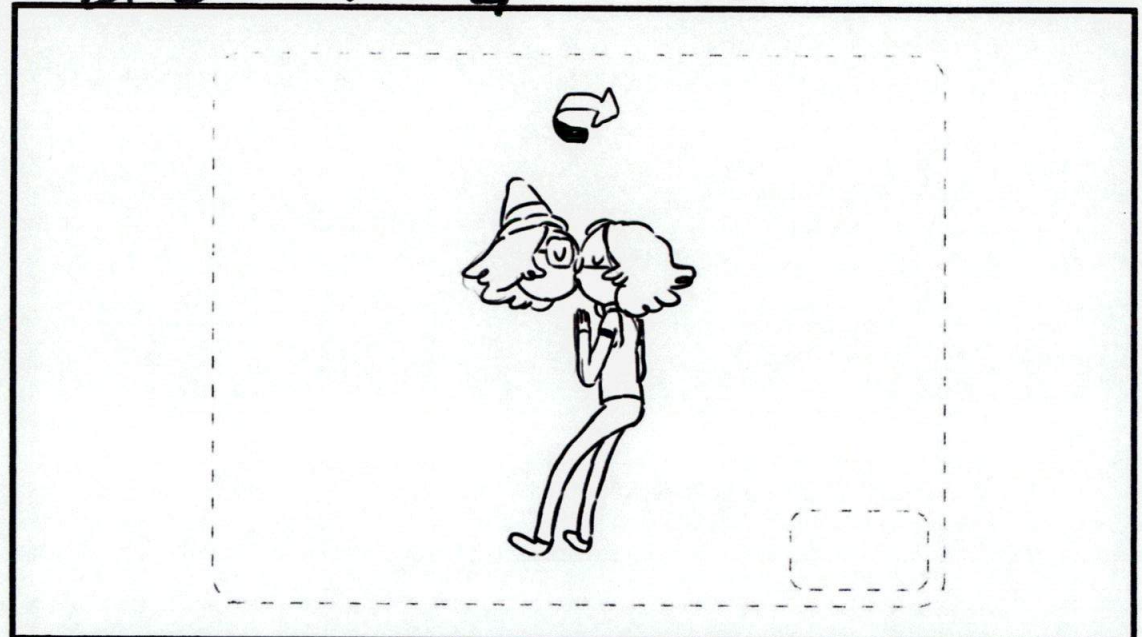


Page **256**

Sc. **205 CONT** Pnl. **F** Bg. day night



Sc. **205 CONT** Pnl. **G** Bg. day night



Dialog:

Action:

Timing:

SEP 18 2015

EPISODE # **1034-234**

Production :

1034/234

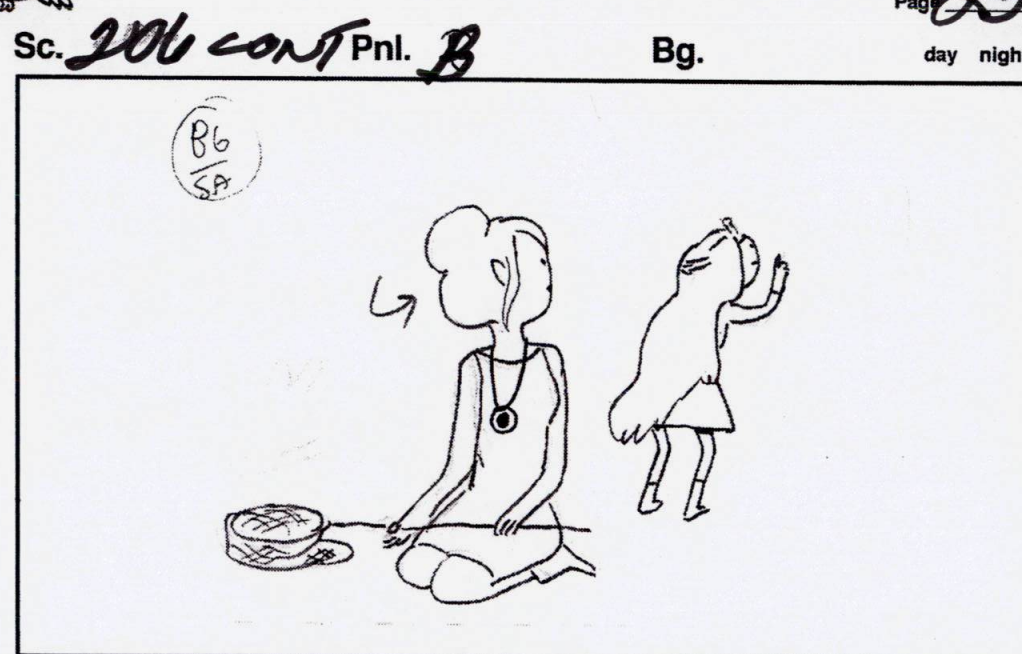
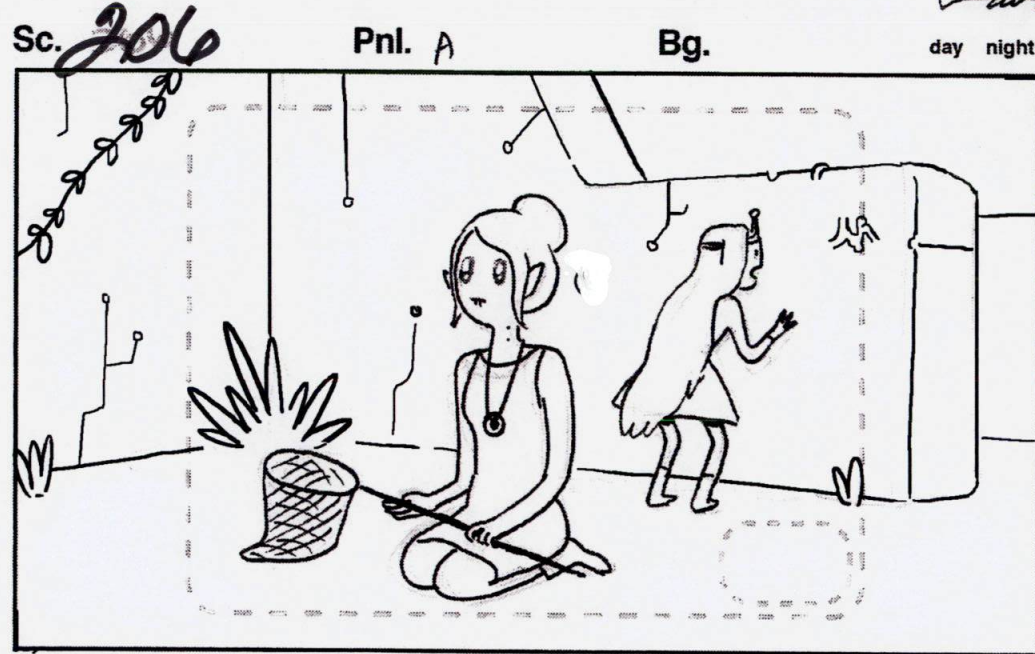
1034/234

1034/234

ADVENTURE TIME



Page **257**
day night



1034-234

EPISODE #

1034/234

Production:

Dialog:
(PB) Shwang!!

Action:
- M. WATCHES W/ GLISTENING EYES. (A)
- M. LOOKS BACK.

Timing:

SEP 18 2015

1034/234

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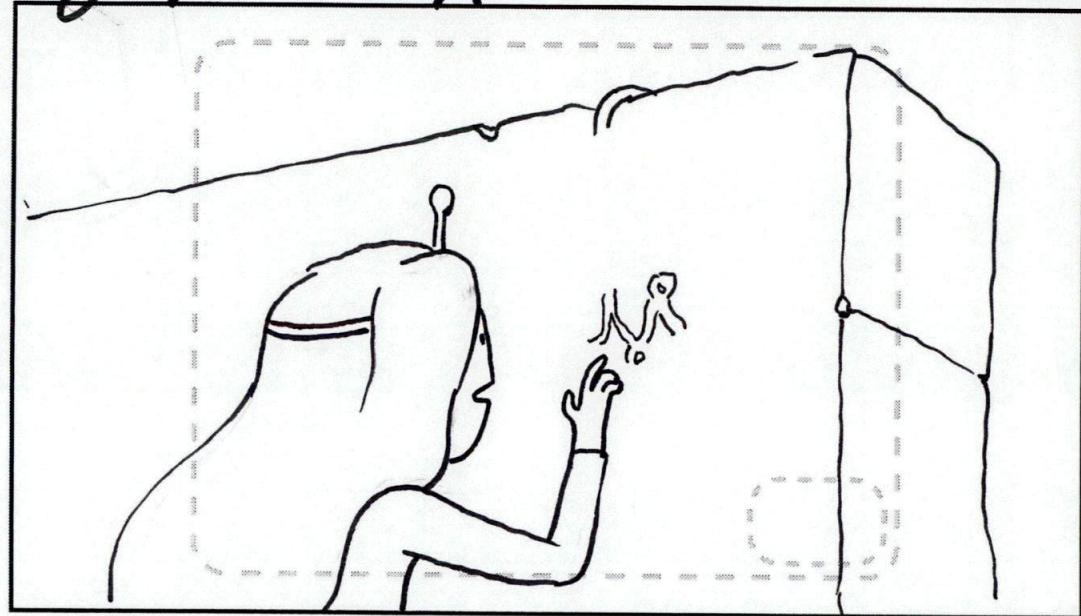
1034/234

ADVENTURE TIME

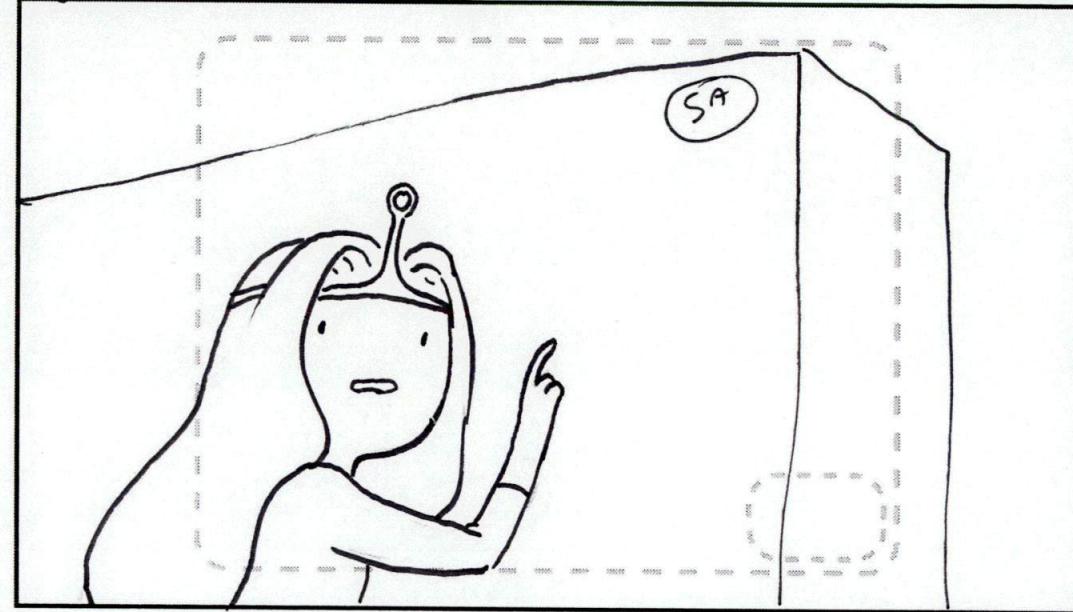


Page **258**
day night

Sc. **207** Pnl. **A** Bg. day night



Sc. **207 cont** Pnl. **B** Bg. day night



Dialog

(PB) the system appears to be stabilizing!

Action:

Timing:

SEP 18 2015

Production:

EPISODE #

1034-234

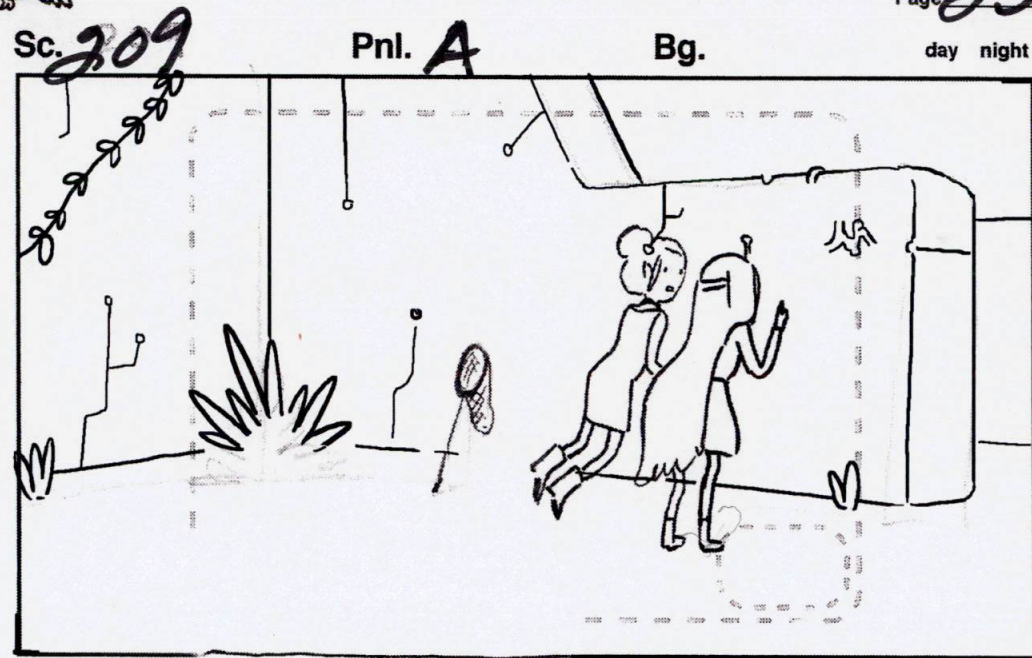
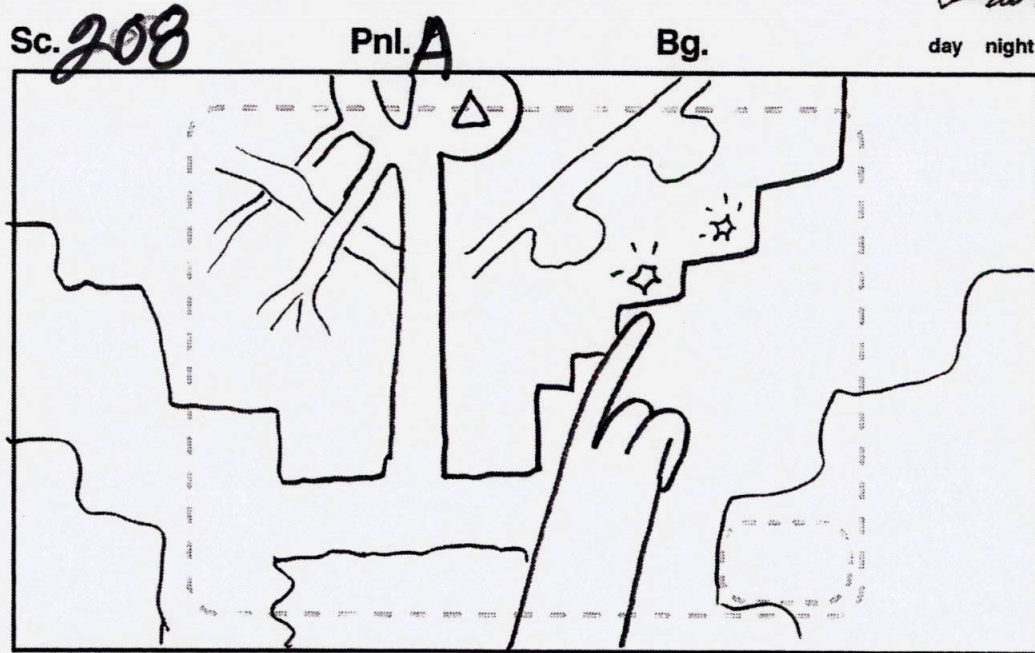
1034/234

1034/234

ADVENTURE TIME



Page **259**



EPISODE # 1034-234

1034/234

Production:

Dialog: **(PB)** ^(0/5) Crown shields are coming back online **(m)** What does that mean?

Action:

SEP 18 2015

Timing:

ADVENTURE TIME

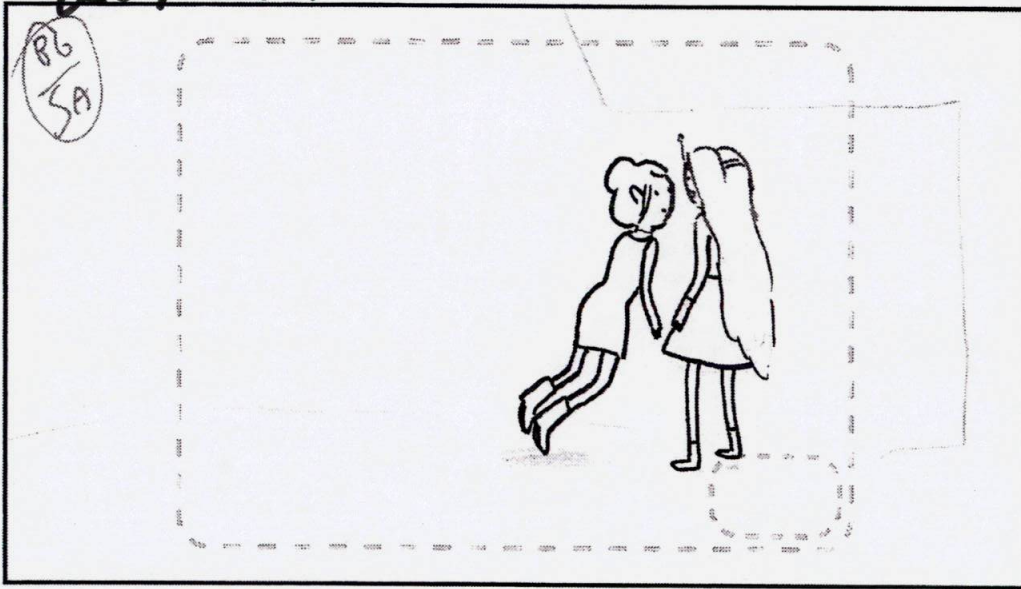


Page 260

Sc. 209 CONT Pnl. B

Bg.

day night

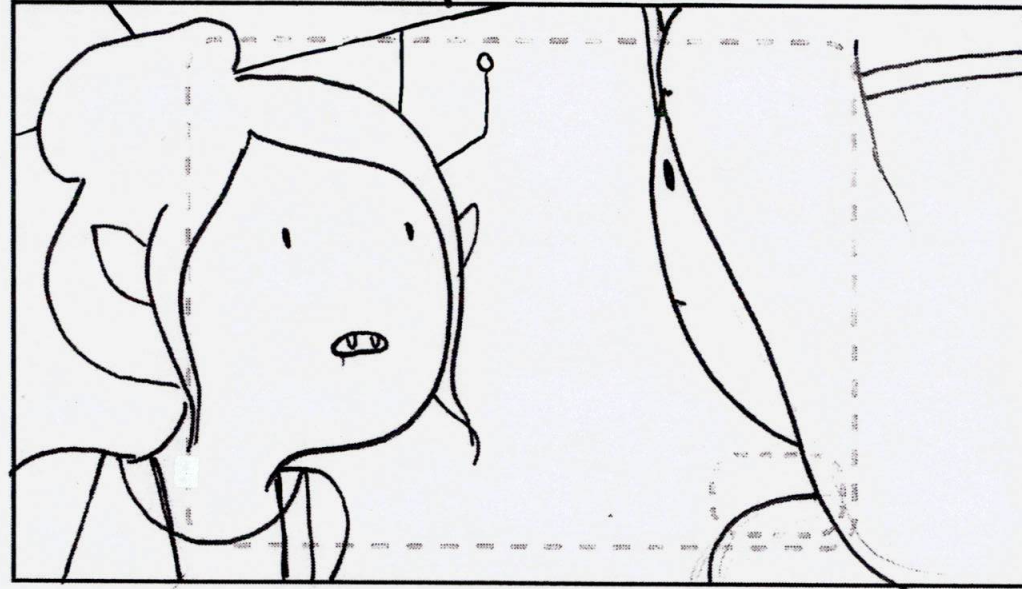


Sc. 210

Pnl. A

Bg.

day night



1034-231

EPISODE #

1034/234

Production:

Dialog:

PB: The crown will re-seal itself off from foreign entities.

(M) But I CAN come back and visit Simon RIGHT -

Action:

SEP 18 2015

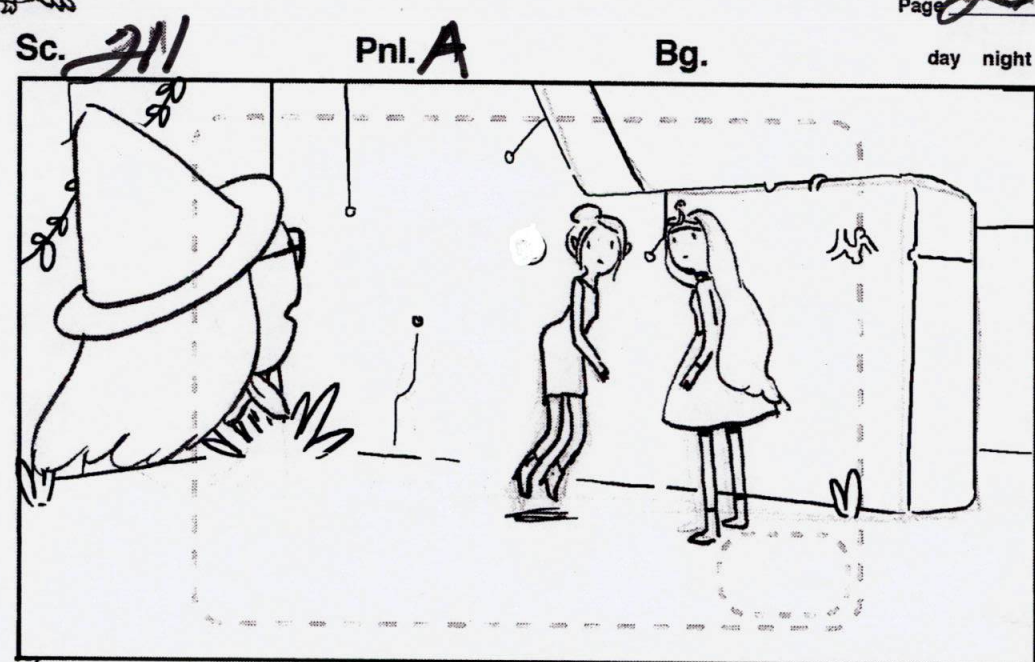
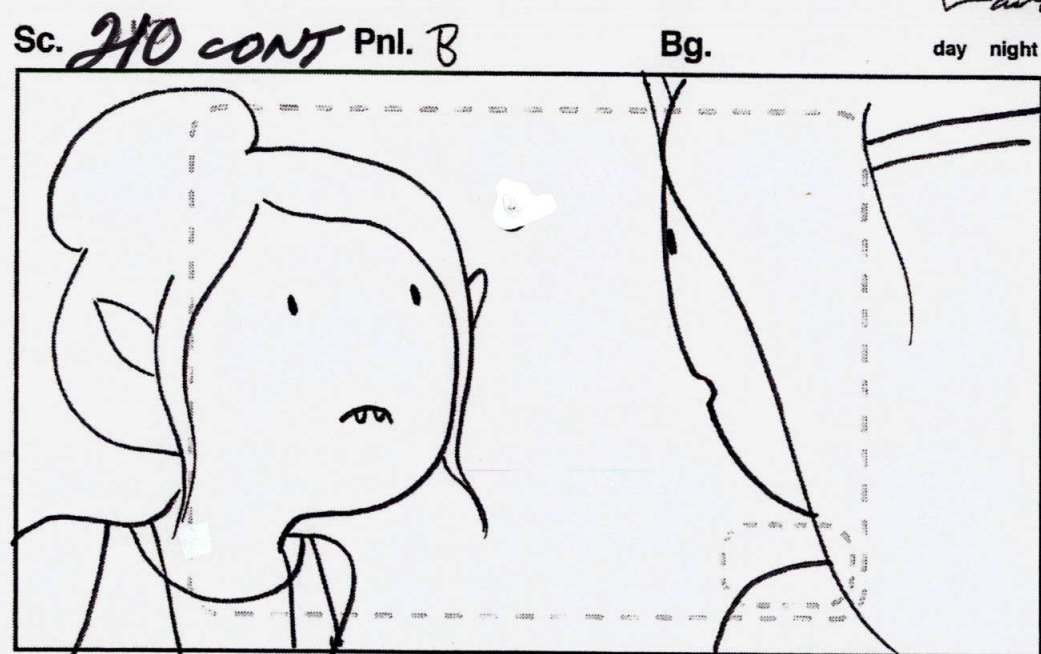
Timing:

1034/234

ADVENTURE TIME



Page 261



EPISODE # 1034-234

Dialog:	
(PB) No.	<u>Belly</u> What about me?
Action:	
(PB) don't freak out, but...	(AL)
Timing:	
SEP 18 2015	

Production:

1034/234

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1034/234

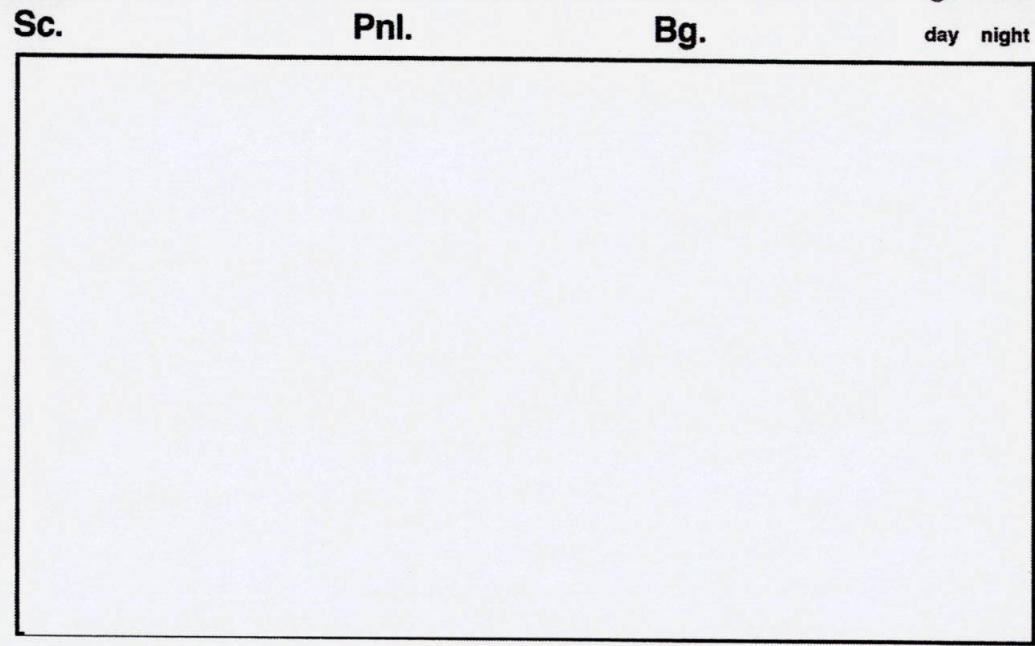
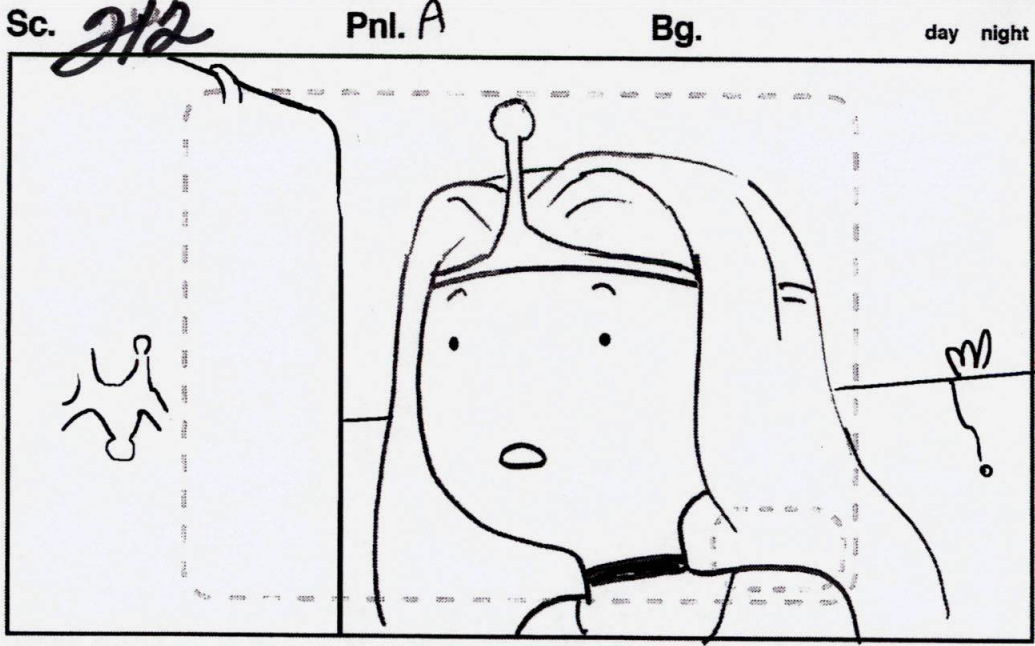
1034/234

ADVENTURE TIME



NO SC213

Page 262



Dialog: (PB) (OS) you're gonna be deleted.

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production:

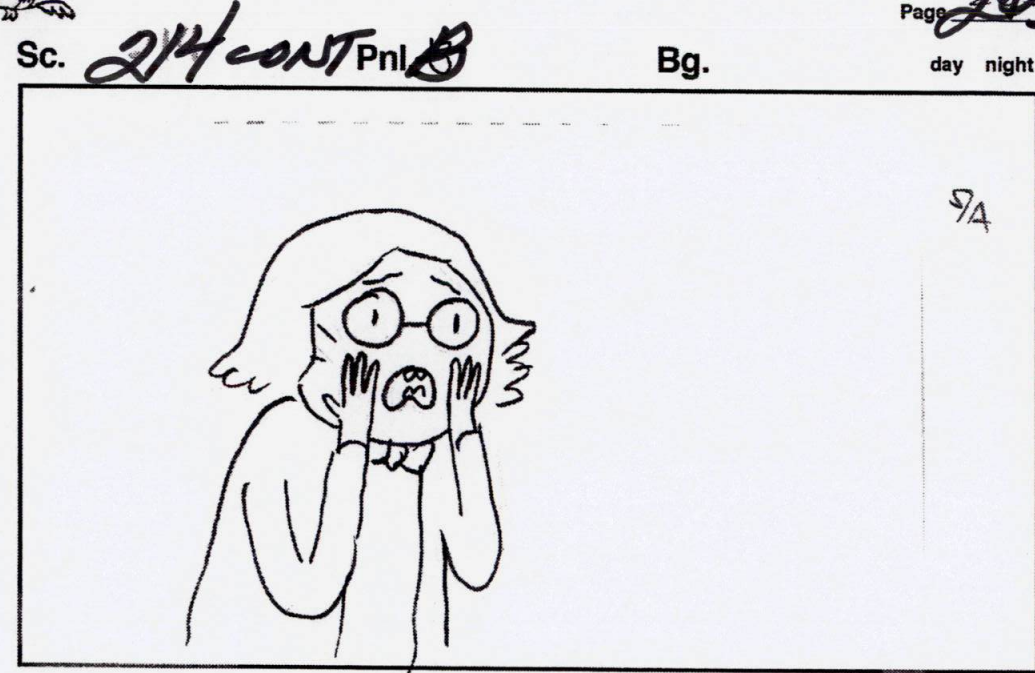
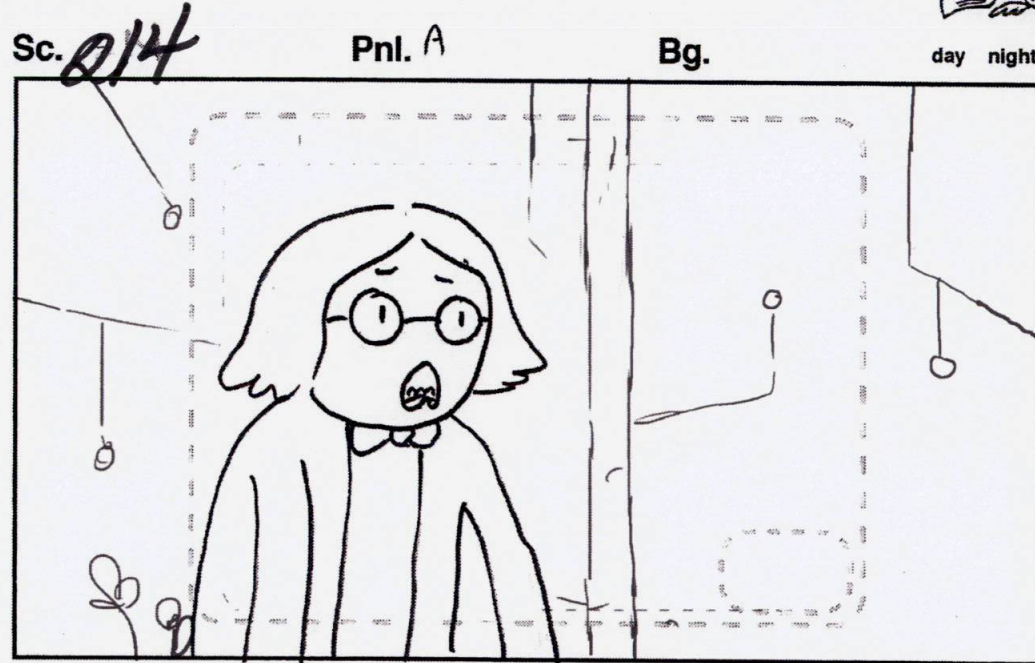
1034/234

1034/234

1034/234

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ADVENTURE TIME



Dialog:

(sfx) 'slap'
(Simons) OH, NO!

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234
Production:

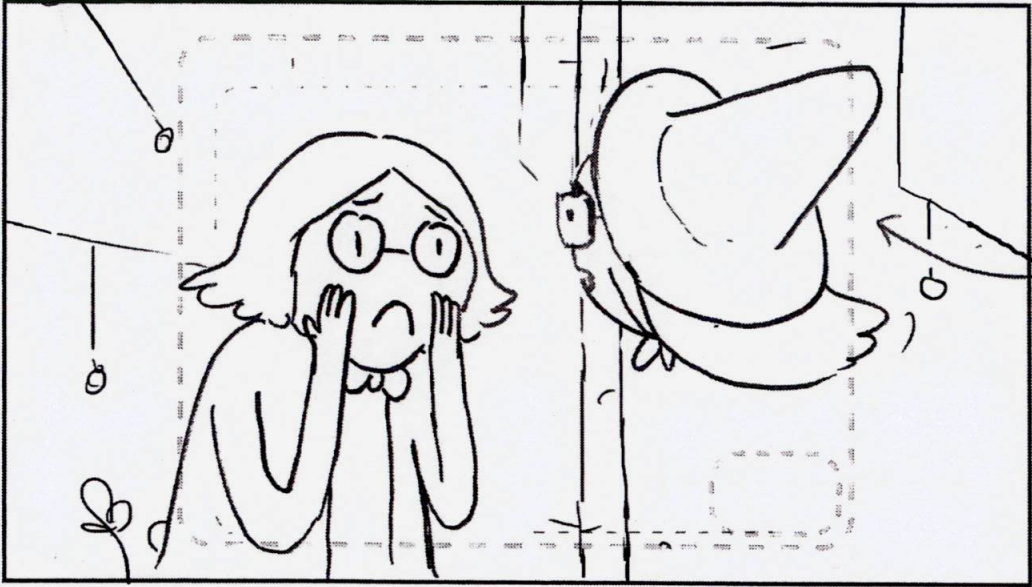
ADVENTURE TIME



Sc. *214 CONT* Pnl. *C*

Bg.

day night

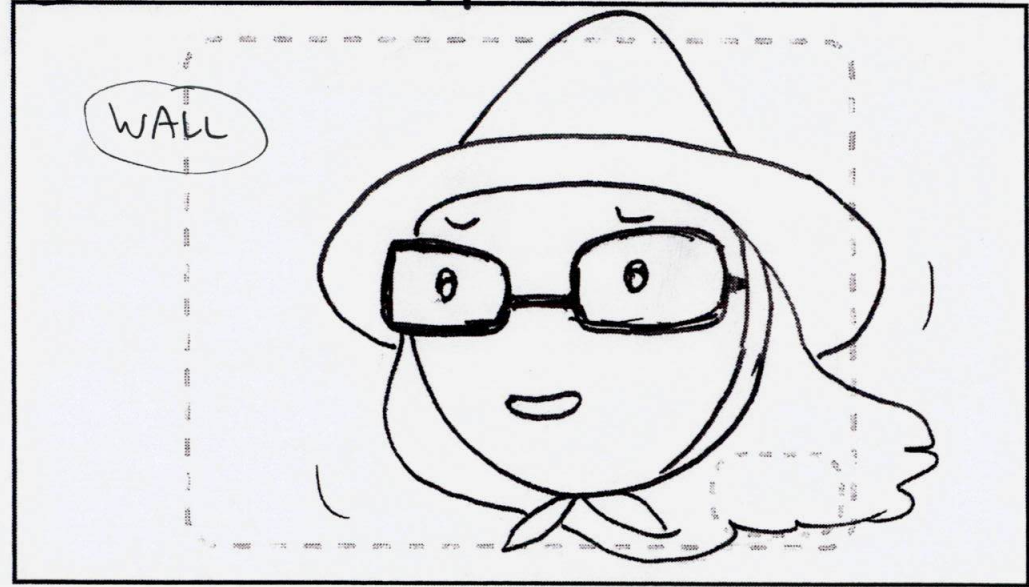


Sc. *215*

Pnl. *A*

Bg.

day night



Dialog:

(B) It's OK Simon! It has to be this way (B) I'm just glad I didn't destroy your world

Action:

- BETTY SNOOFS ON/5.

Timing:

SEP 18 2015

Production:

EPISODE #

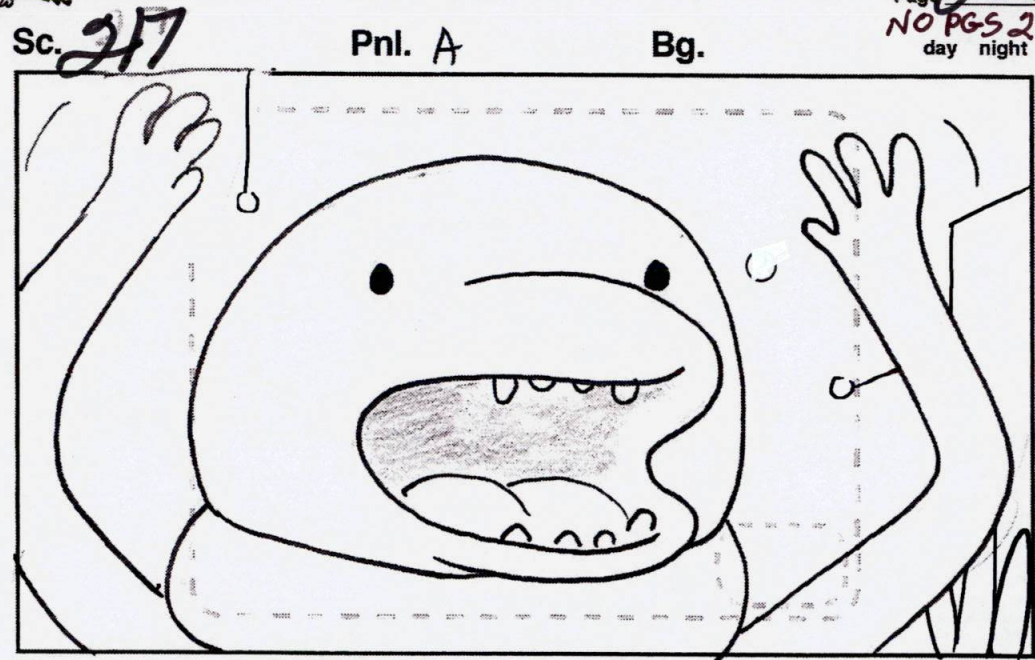
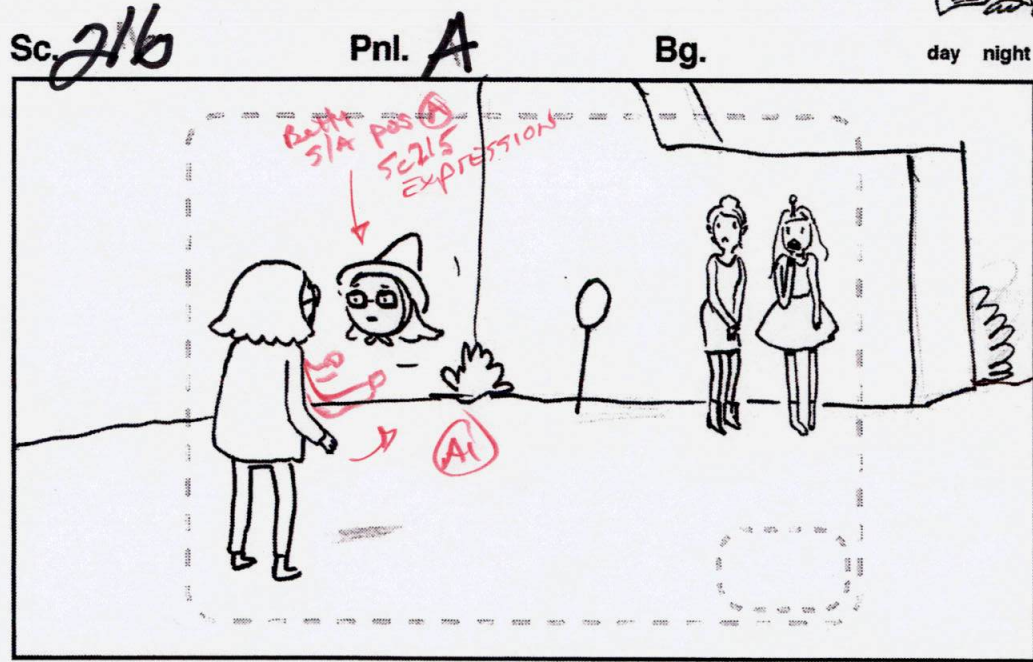
1034-234

ADVENTURE TIME



Next Pg 268

Page 265
NO PGS 266-267
day night



EPISODE # 1034-234

Dialog:	<p>(Simon) (whisper) you are my world...</p> <p>(Dinoboy Gunther) GOODBYE, FREAKS!</p>
Action:	<p>- GUNTHER WAVES HAPPILY</p> <p>SEP 18 2015</p>
Timing:	

Production:

1034/234

ADVENTURE TIME



Prev Pg 265

Page **268**
day night

Sc. **218**

Pnl. A

Bg.

day night



Sc. **218 cont**

Pnl. B

Bg.

day night



Dialog:

DG: Don't forget Gunther!

Action:

- G. RUNS UP TO M.



SEP 18 2015

Timing:

EPISODE # 1034-234

1034/234

Production:

1034/234

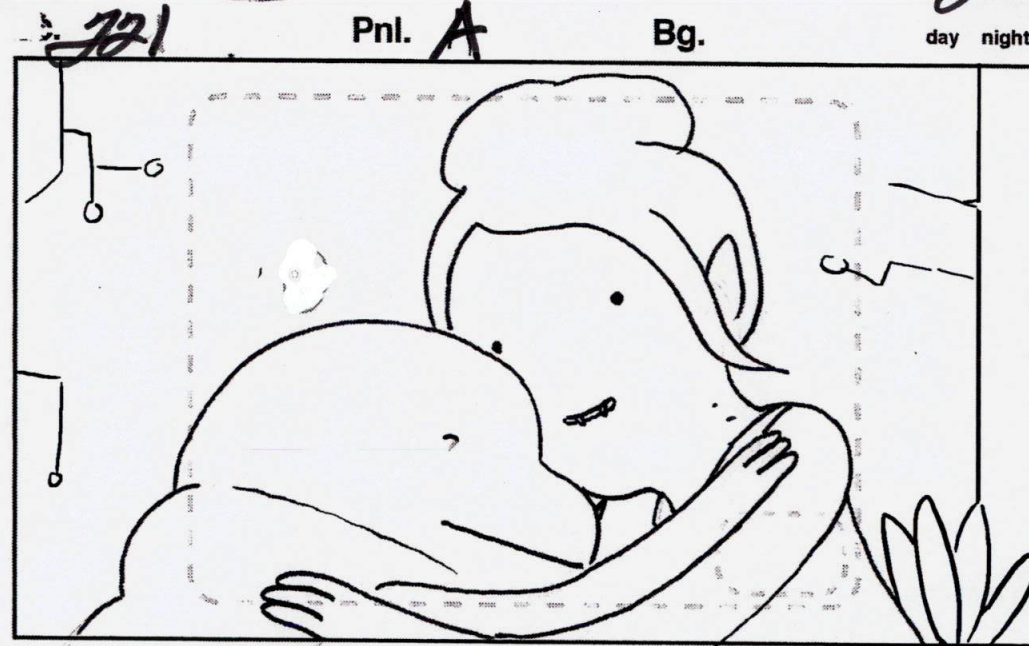
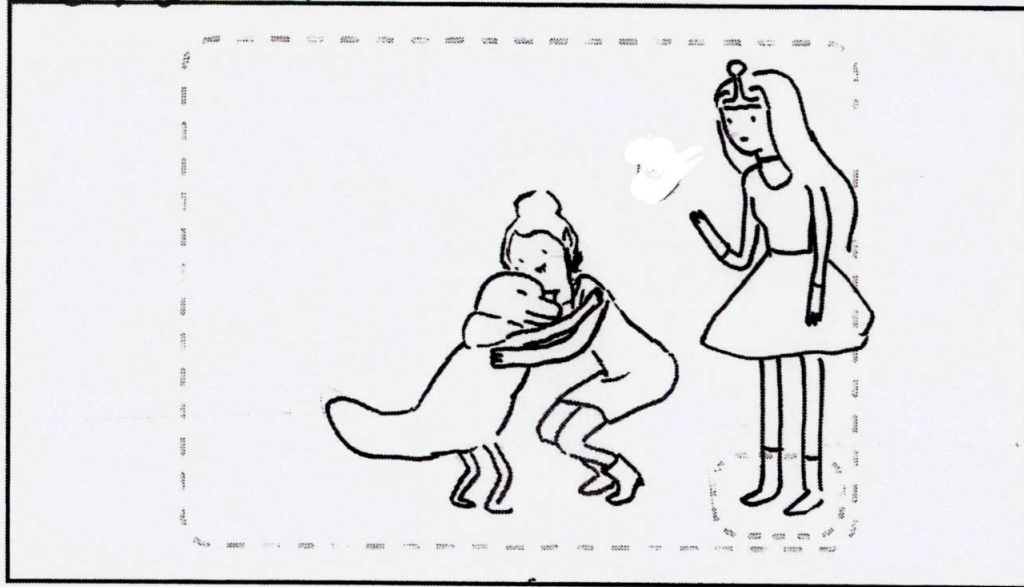
ADVENTURE TIME


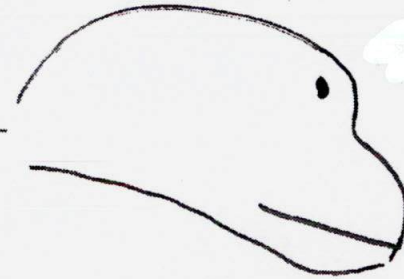


NO SC.
219-220

Page **269**
day night

Sc. **A/B CONT** Pnl. **C** Bg. day night



<p>Dialog:</p> <p>(M) Bye dude.</p> <p>(M) I'm gonna be nicer to penguins from now on.</p>	
<p>Action:</p> <p>M & PB hug. PB finger waves at him</p>	<p>(C) </p> <p>(A)  DB opens his eyes!</p>
<p>Timing:</p> <p>SEP 18 2015</p>	

EPISODE # **1034-231**

Production:

1034/234

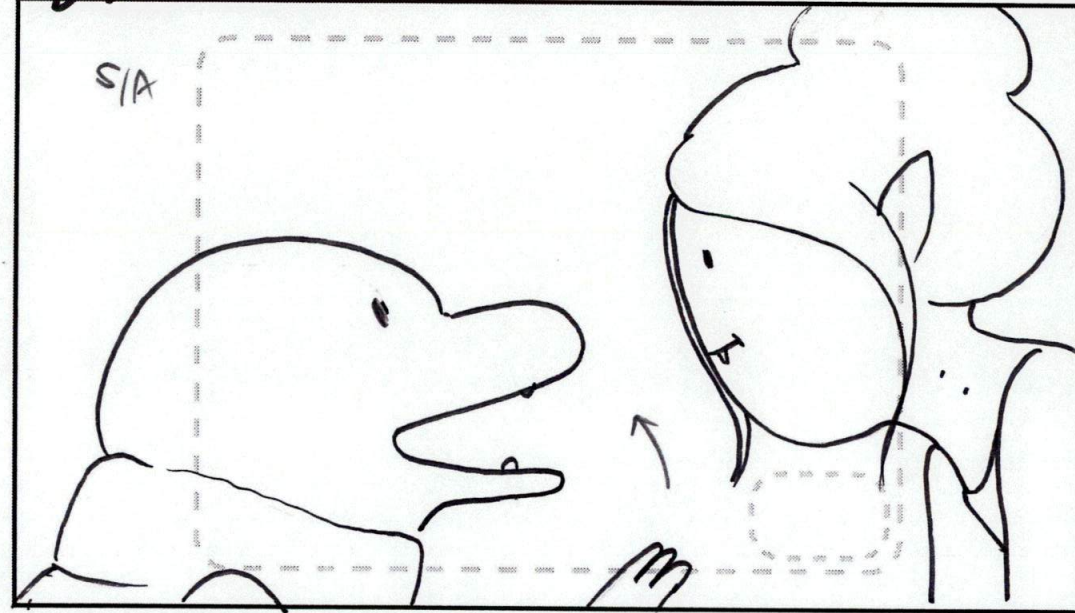
1034/234

1034/234

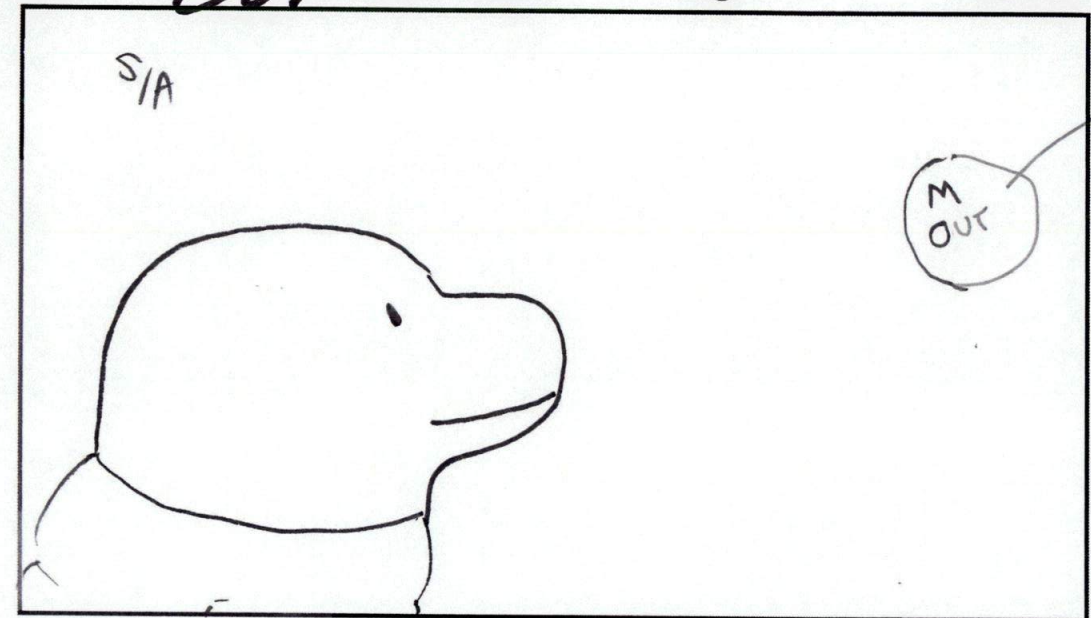
ADVENTURE TIME



Sc. **221 CONT** Pnl. **B** Bg. day night



Sc. **221 CONT C** Pnl. **C** Bg. day night



Dialog:

D6 OKAY!

Action:

- M. STANDS UP OFF/S.

SEP 18 2015

Timing:

Page **270**
day night

1034-231

EPISODE #

1034/234

Production:

1034/234

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1034/234

ADVENTURE TIME



NO SC 222

Page 271
day night

Sc. 221 cont Pnl. D

Bg.

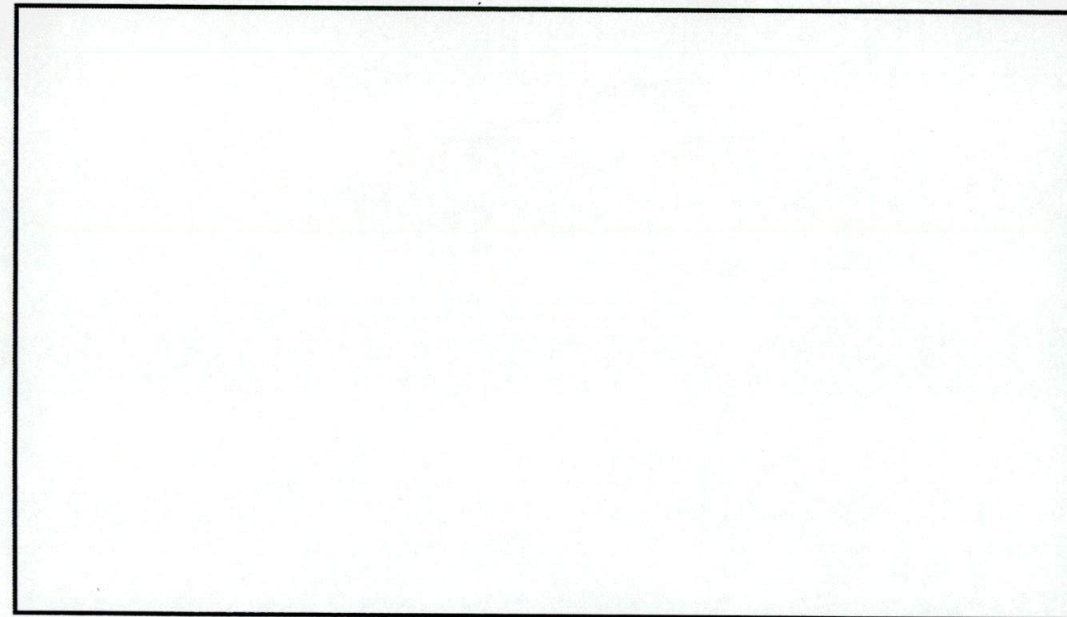
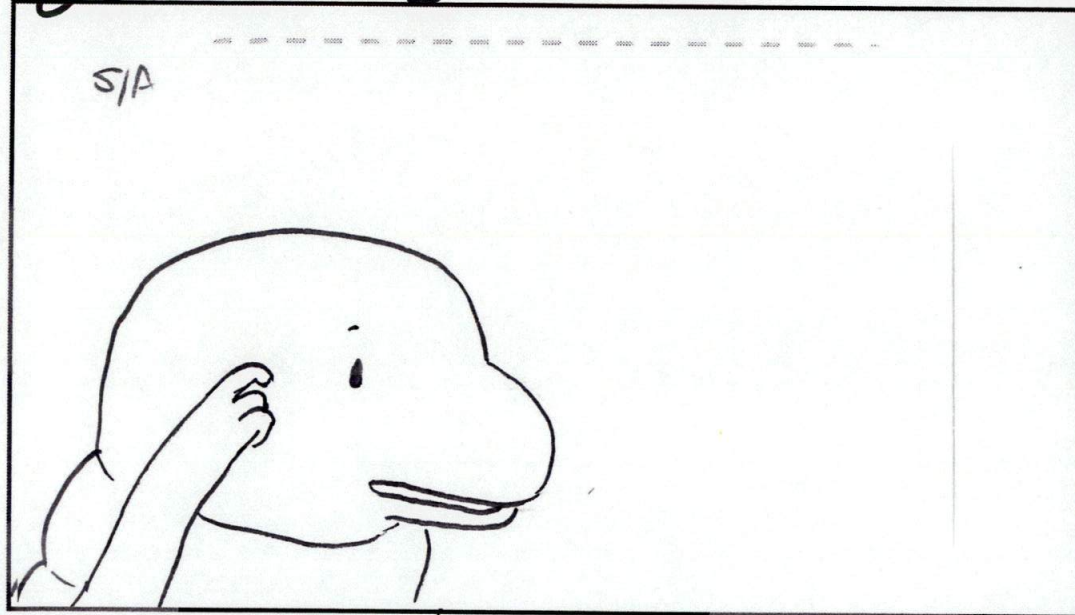
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(D6)

Wait,
What?

(D1)

Action:

- G. LOOKS CONFUSED.

SEP 18 2015

Timing:

1034-234

EPISODE #

1034/234

Production:

1034/234

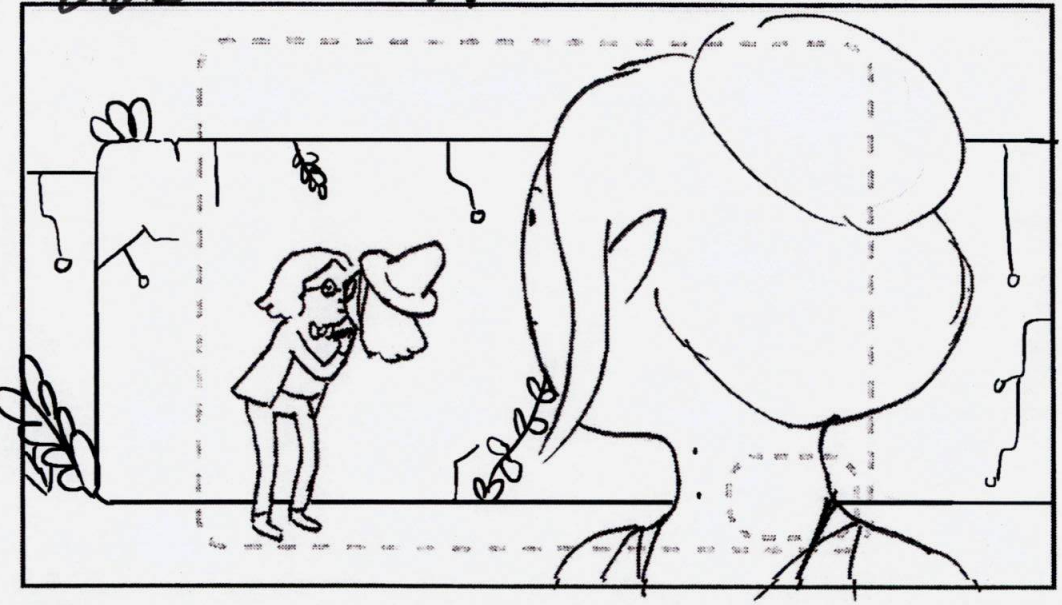
No Sc222

ADVENTURE TIME



Page **272**

Sc. **223** Pnl. **A** Bg. day night



Sc. **223 cont** Pnl. **B** Bg. day night



Dialog:
M/ [sigh]
Action:
Timing:

SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

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ADVENTURE TIME



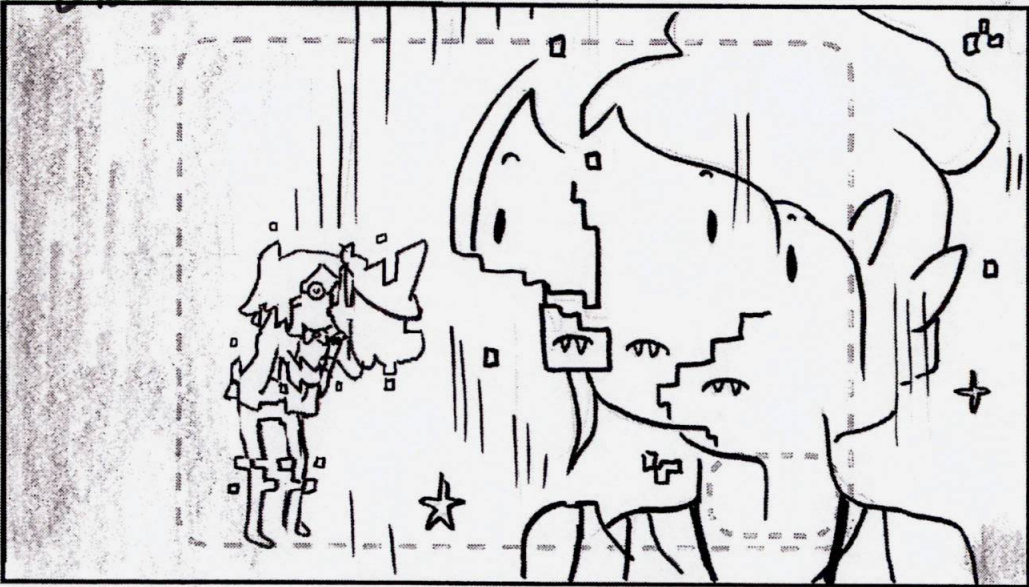
NO SC
224

Page **273**
day night

Sc. **223 CONT** Pnl. **C**

Bg.

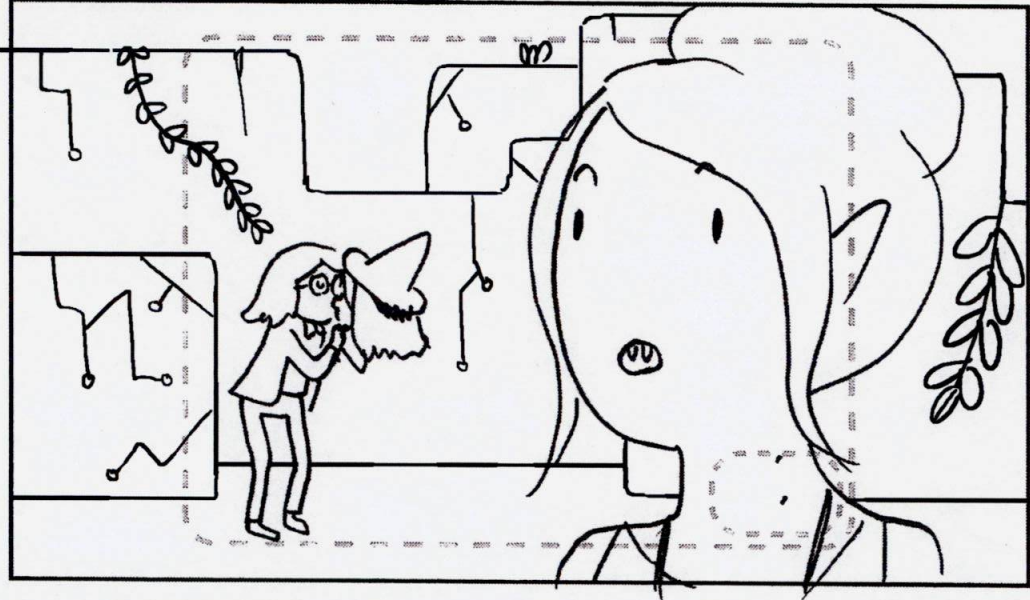
day night



Sc. **223 CONT** Pnl. **D**

Bg.

day night



EPISODE #
1034-234

1034/234

Dialog:

(sfx) (electrical magic spark)

(m) woah!

Action:

- GLITCH DISTORTS M'S FACE

BACK GROUND ~~CHANGES~~
CHANGES W/ GLITCH

SEP 18 2015

Timing:

Production:

1034/234

1034/234

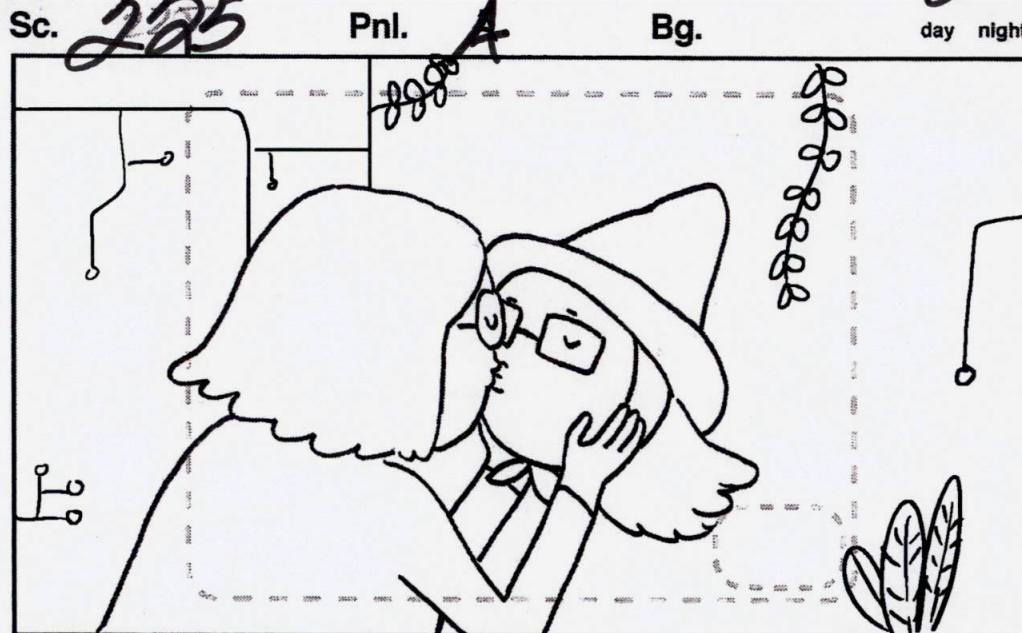
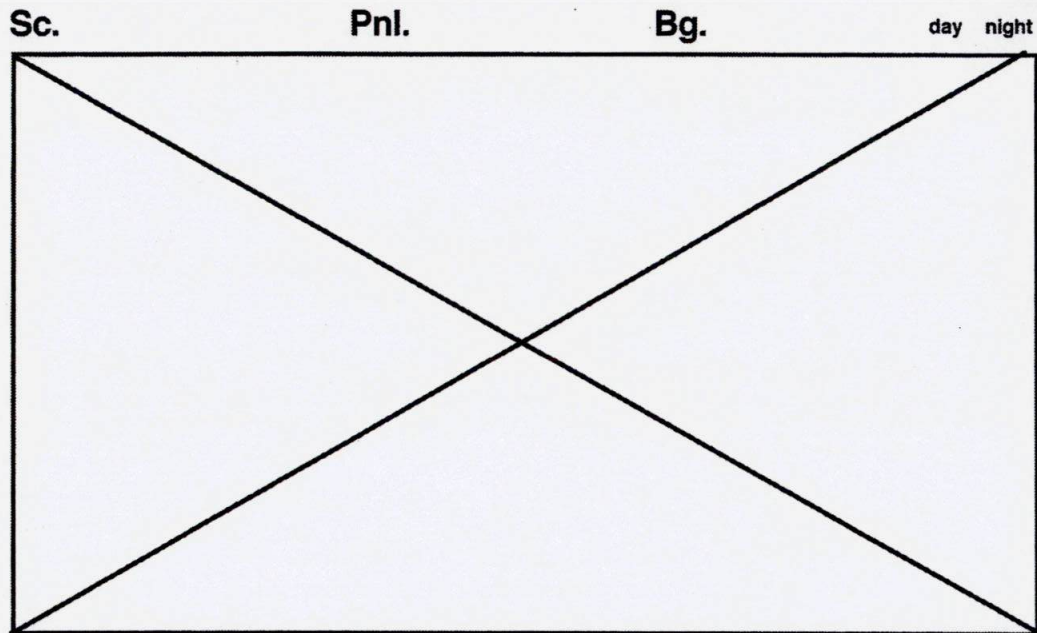
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ADVENTURE TIME



No Sc224

Page **274**



1034-234

EPISODE #

1034/234

Production:

Dialog:

(sfx) Smooch

Action:

SEP 18 2015

Timing:

1034/234

ADVENTURE TIME



NO SC 226

Sc. *225 cont* Pnl. *B*

Bg.

day night



Sc. *225 cont* Pnl. *C*

Bg.

Page *275*
day night



Dialog:

Action:

Timing:

(B)

Before I go, there's something
I have to tell you

SEP 18 2015

Betty's eyes get shiny



EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

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1034/234

ADVENTURE TIME



No SC226

Page **276**

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
227	A			

Dialog:
Action:
Timing:

SEP 18 2015

Production:

EPISODE #

1034-234

1034/234

1034/234

ADVENTURE TIME

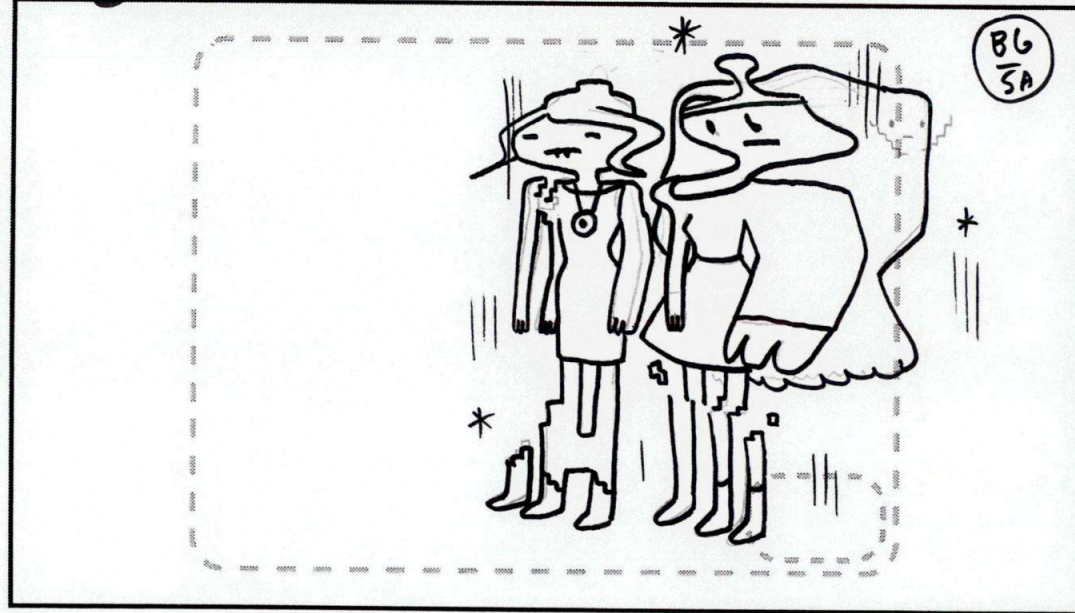


Page **277**
day night

Sc. **227 cont** Pnl. **B**

Bg.

day night



Sc. **227 cont** Pnl. **C**

Bg.

day night

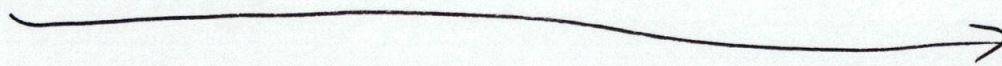


Dialog:

SFX:

Simon (o/s)/ Tell me Betty.

electronic magic glitchy sfx



Action:

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

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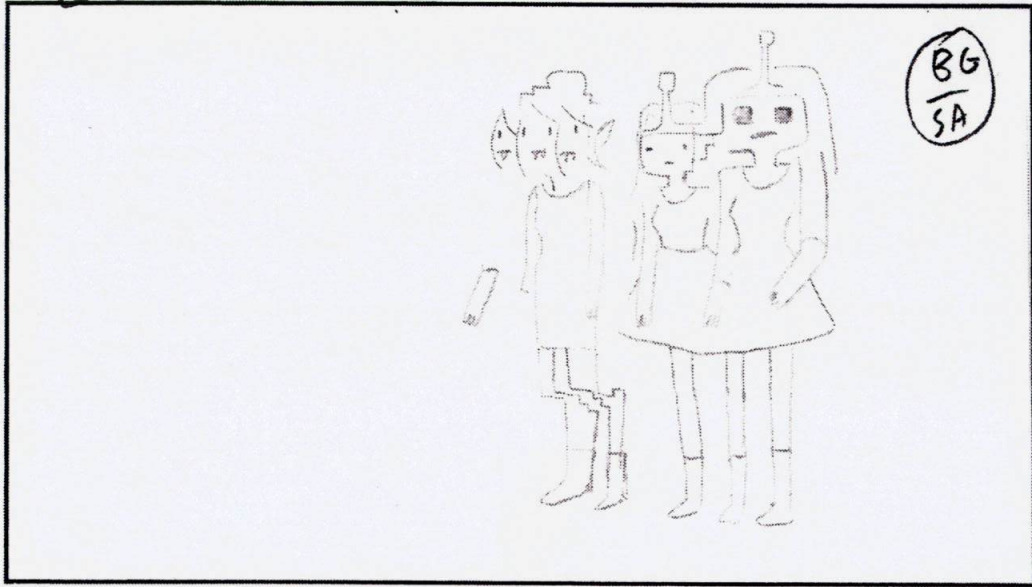
ADVENTURE TIME



Sc. *227 CONT* Pnl. *D*

Bg.

day night

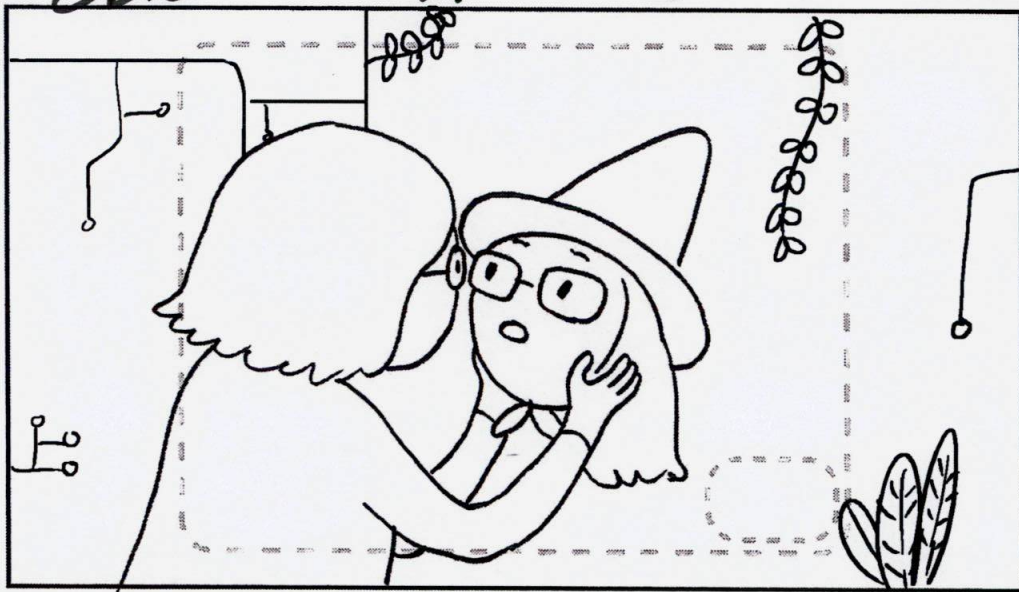


Sc. *228*

Pnl. *A*

Bg.

Page *278*
day night



Dialog:

SFX: (Glitch sfx)

[glitches]

B I —

Action:



- fade to white

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

1034/234

1034/234

ADVENTURE TIME



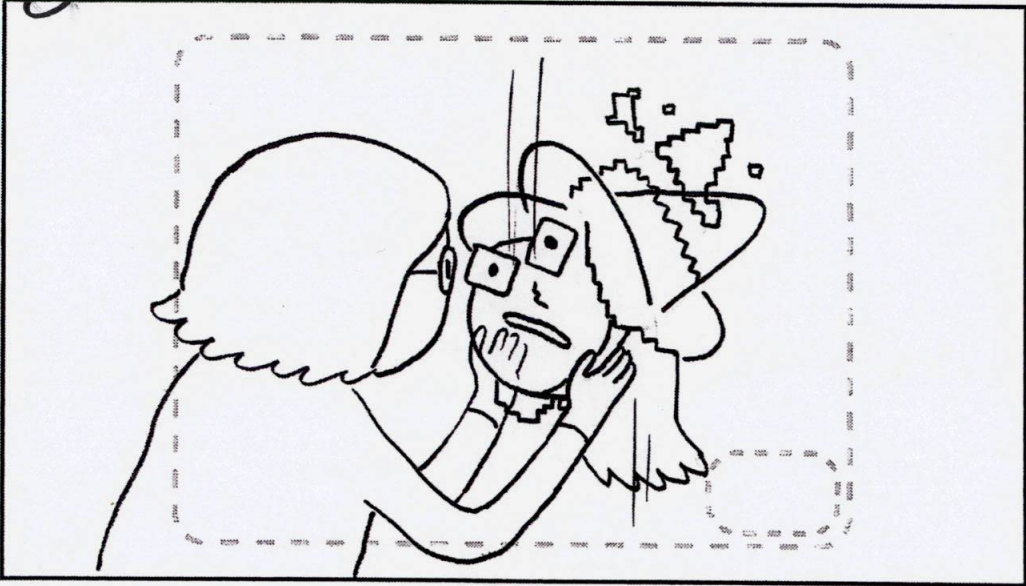
NO SC'S
230-231

Next Pg 281

Sc. 228 CONT Pnl. B

Bg.

day night

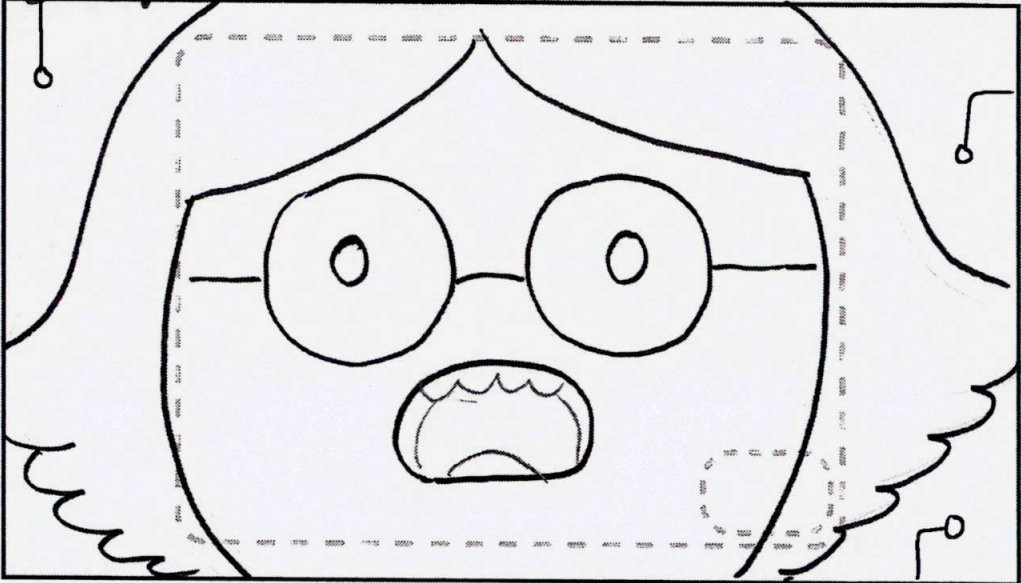


Sc. 229

Pnl. A

Bg.

Page 279
NO PG 280
day night



Dialog:

(B) I-I-I-I-I
(like skipping cd)

(Simon) BETTY!!!

Action:

cycle (A) (B) x many times for glitching

- fade to white

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

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1034/234

ADVENTURE TIME



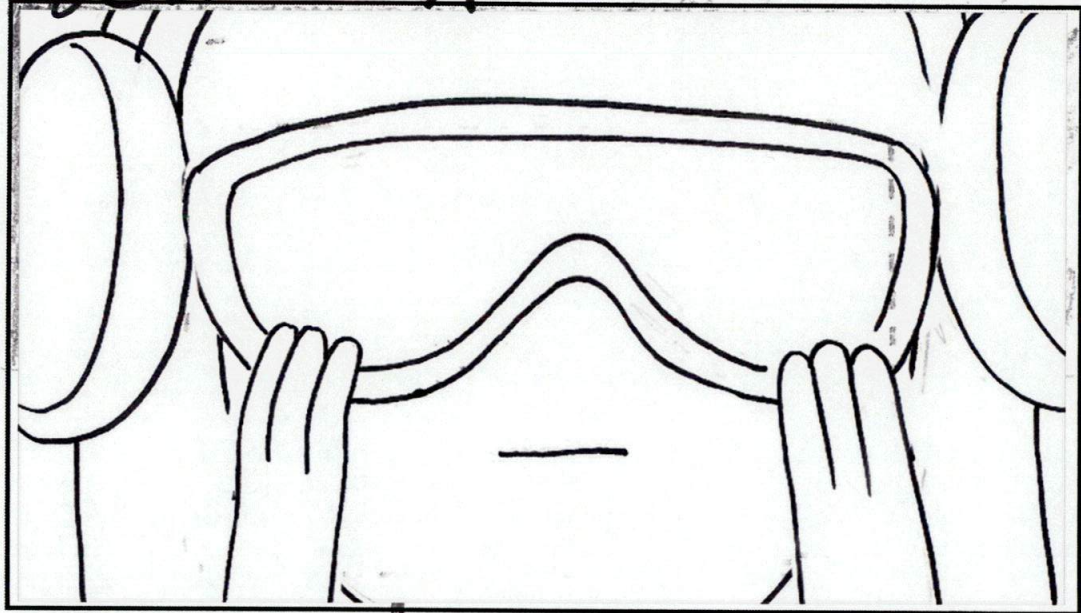
Prev Pg 27

Sc. **232**

Pnl. **A**

Bg.

day night

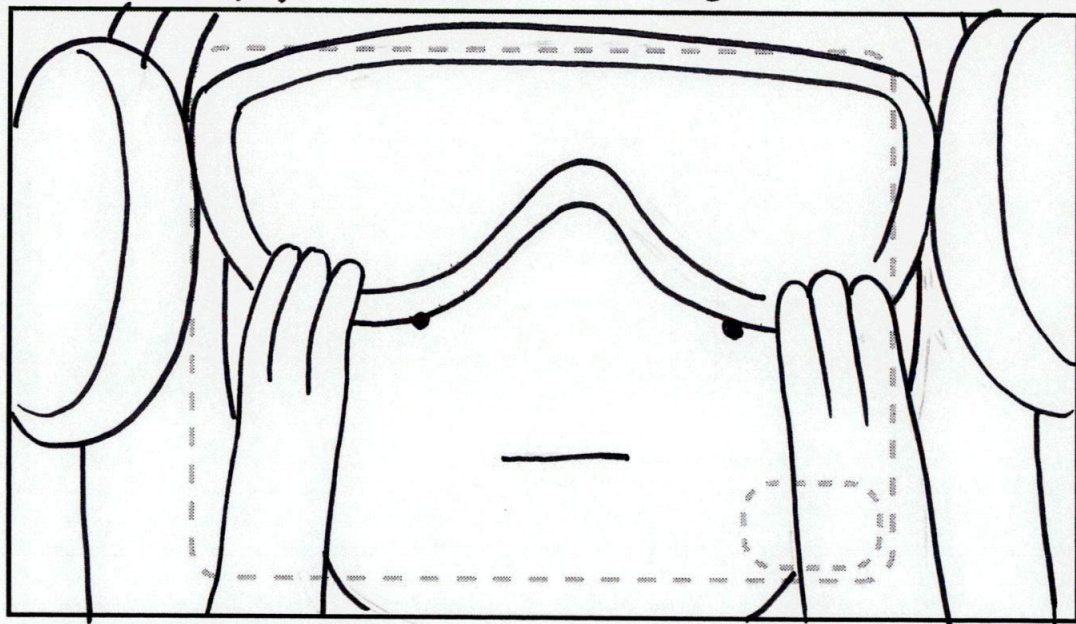


Sc. **232** *cont*

Pnl. **B**

Bg.

day night



Page **281**

Dialog:
Action: <div>- Fade in</div>
Timing:

SEP 18 2013

EPISODE # 1034-234

Production:

1034/234

1034/234

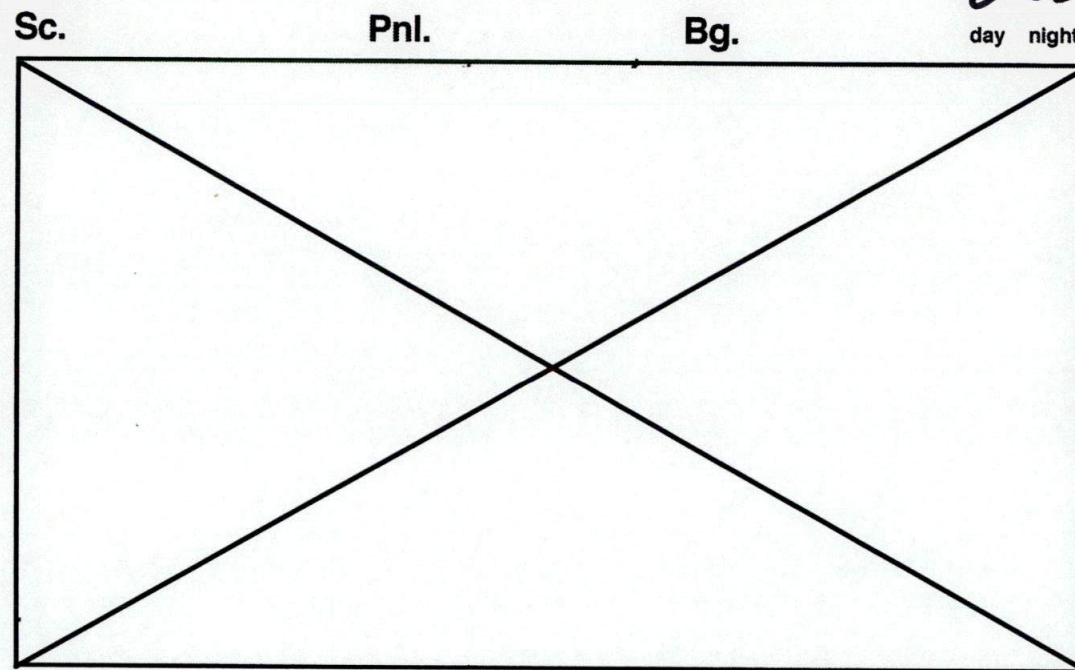
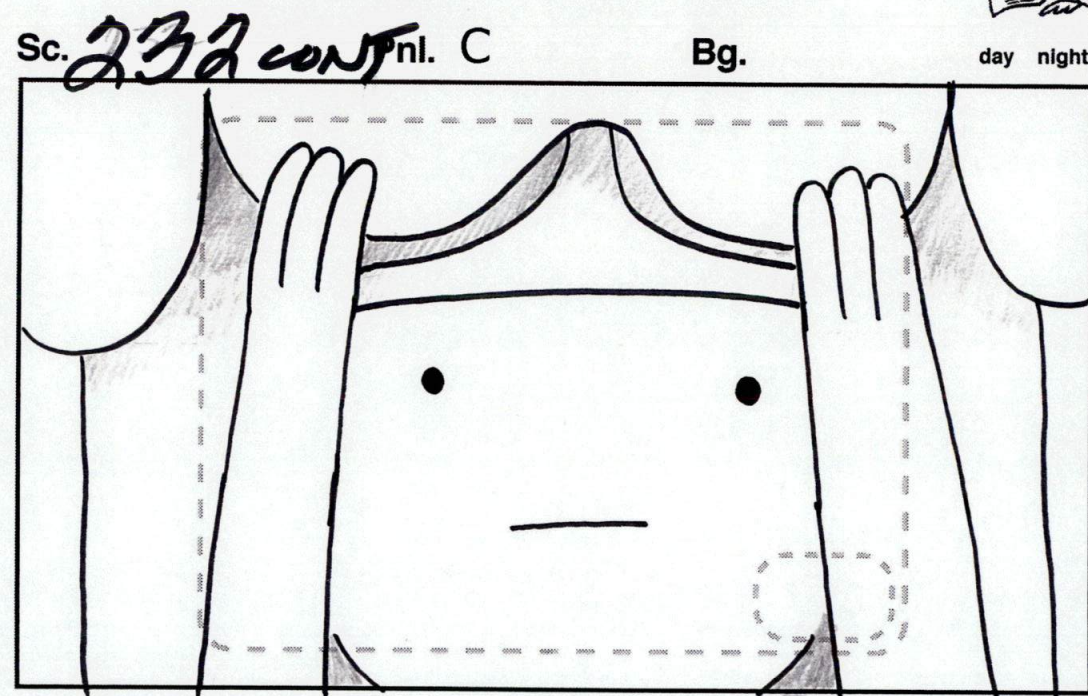
1034/234

ADVENTURE TIME



NO SC 233

Page **282**
day night



Dialog:
Action:
Timing:

SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

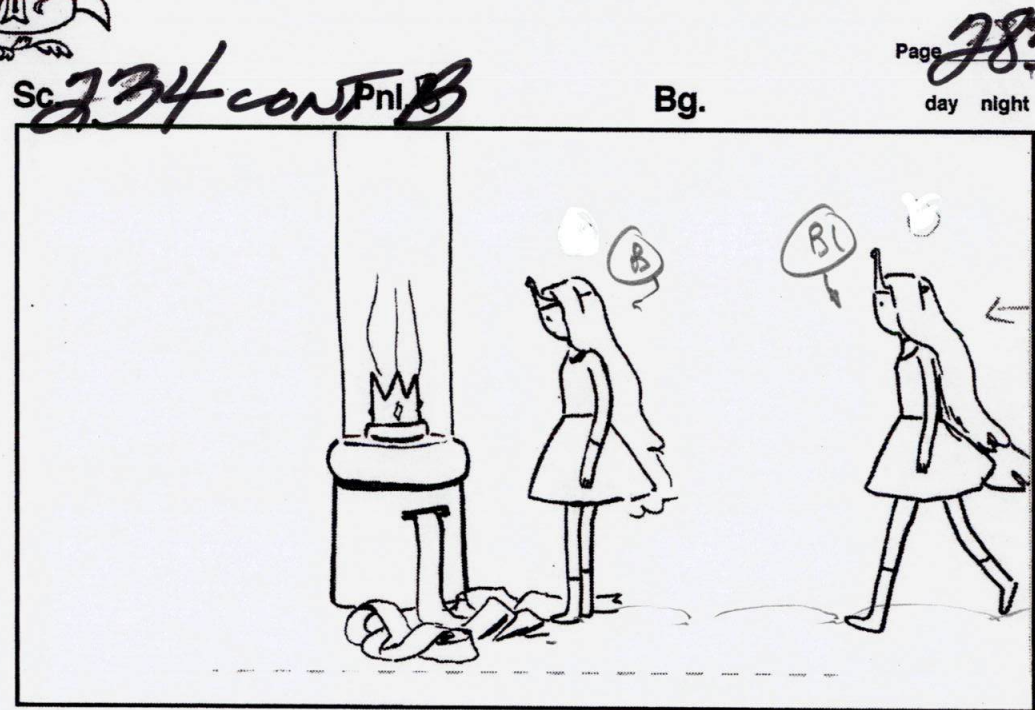
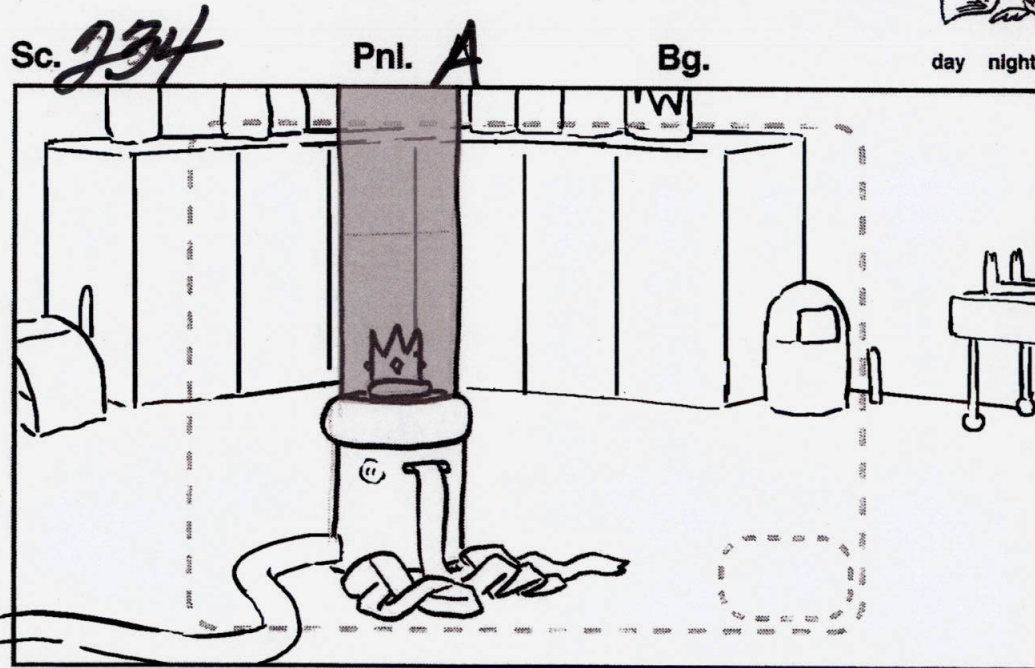
1034/234

1034/234

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No Sc.233

ADVENTURE TIME



EPISODE # 1034-234

1034/234

Dialog:

Action:

- PB WALKS ON/S.

SEP 18 2015

Timing:

Production:

1034/234

1034/234

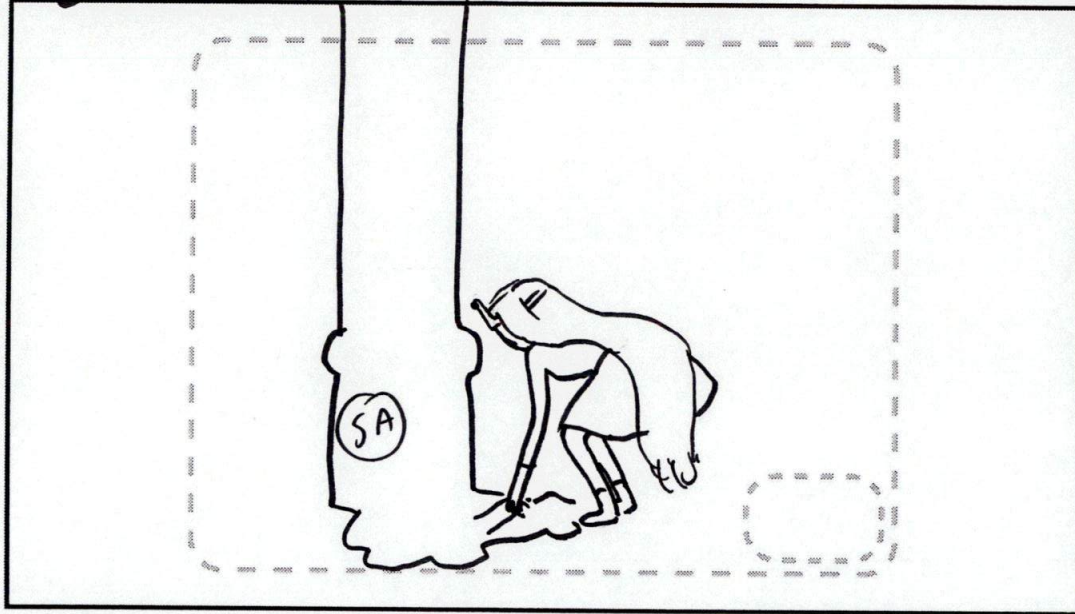
ADVENTURE TIME



Sc. *234 cont* Pnl. *C*

Bg.

day night



Sc. *234 cont* Pnl. *D*

Bg.

day night



Page *284*

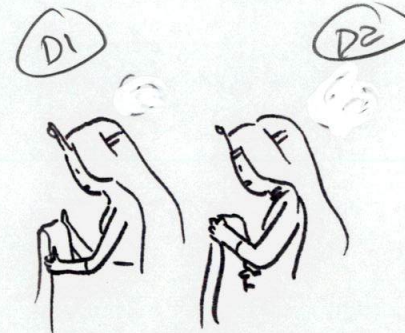
Dialog:

(PB) hmmm

Action:

- PB PICKS UP READOUT.

Timing:



SEP 18 2015

EPISODE # 1034-234

1034/234

Production:

1034/234

1034/234

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ADVENTURE TIME

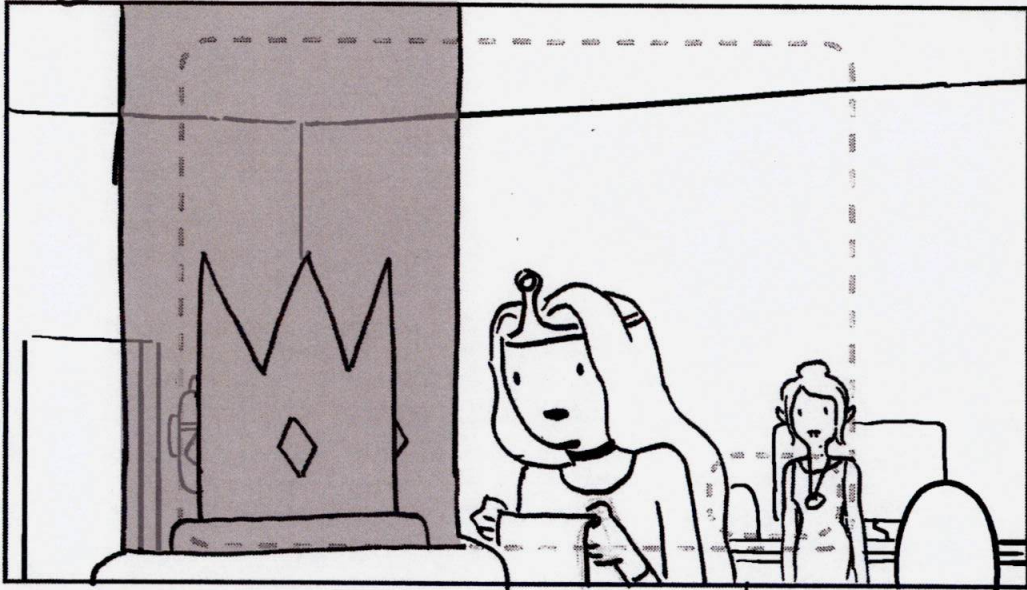


Sc. **235**

Pnl. **A**

Bg.

day night

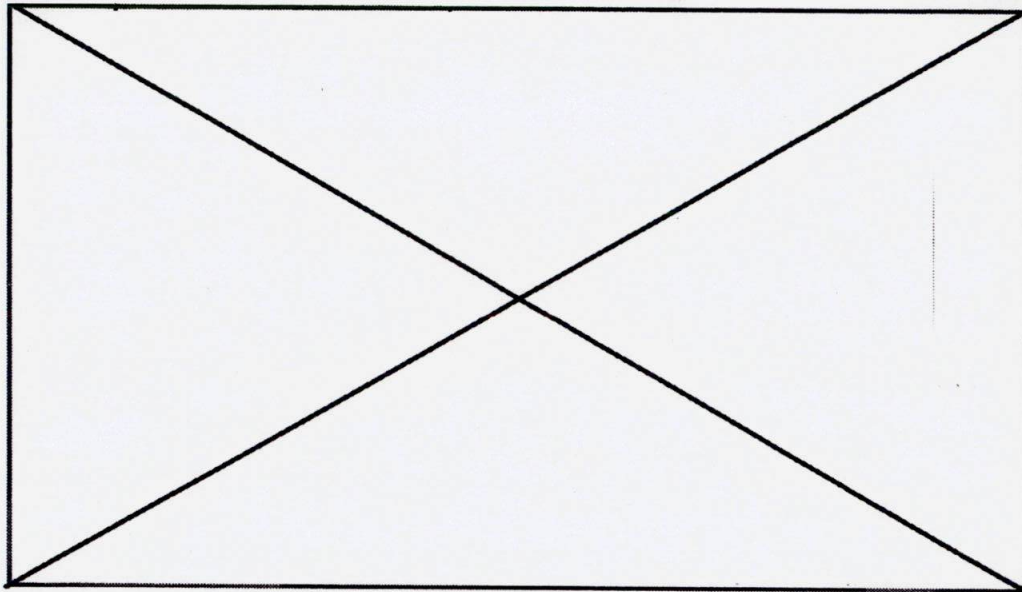


Sc.

Pnl.

Bg.

Page **285**
day night



Dialog:

PB/ I'm seeing --

Action:

Timing:

SEP 18 2015

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234

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ADVENTURE TIME



NO SC 236

Page **286**
day night

Sc. **235 cont** Pnl. B

Bg.

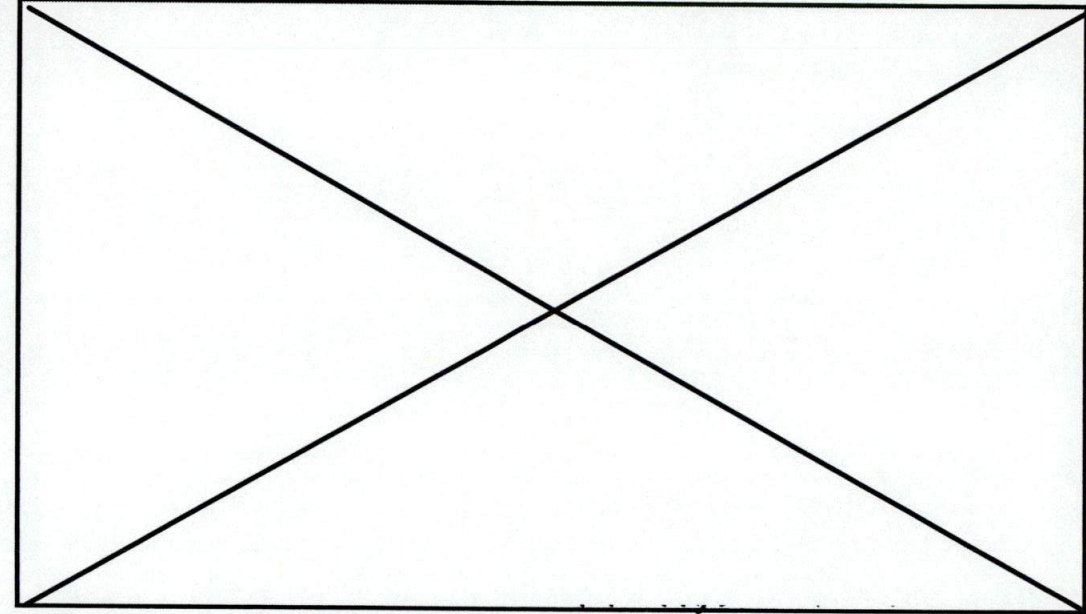
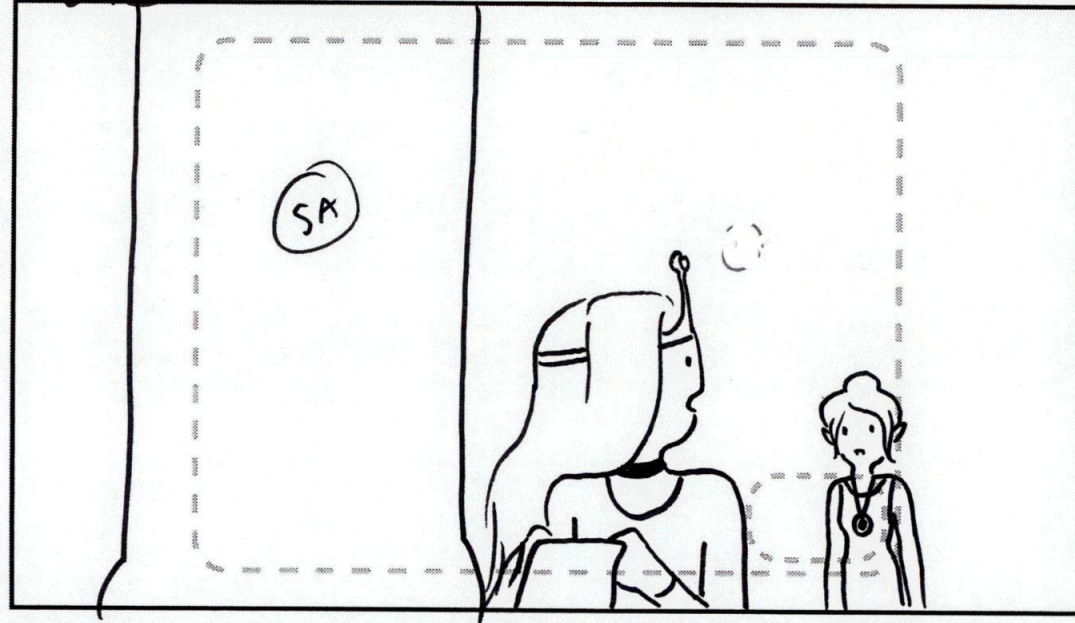
day night

Sc.

Pnl.

Bg.

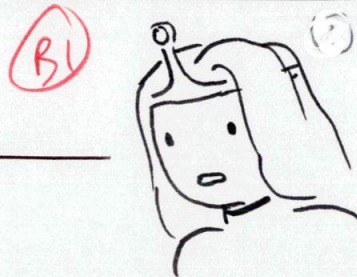
day night



Dialog:

PR -- remnants of Betty's program
in the read out.

Action:



SEP 18 2011

Timing:

EPISODE # 1034-234

1034/234

Production:

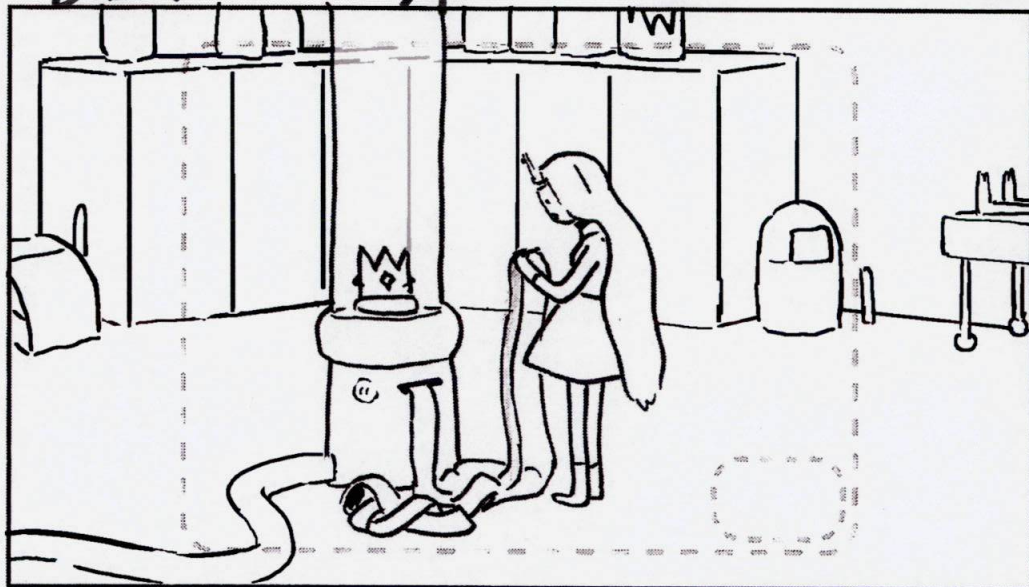
1034/234

ADVENTURE TIME

Page **287**
day nightSc. **237**Pnl. **A**

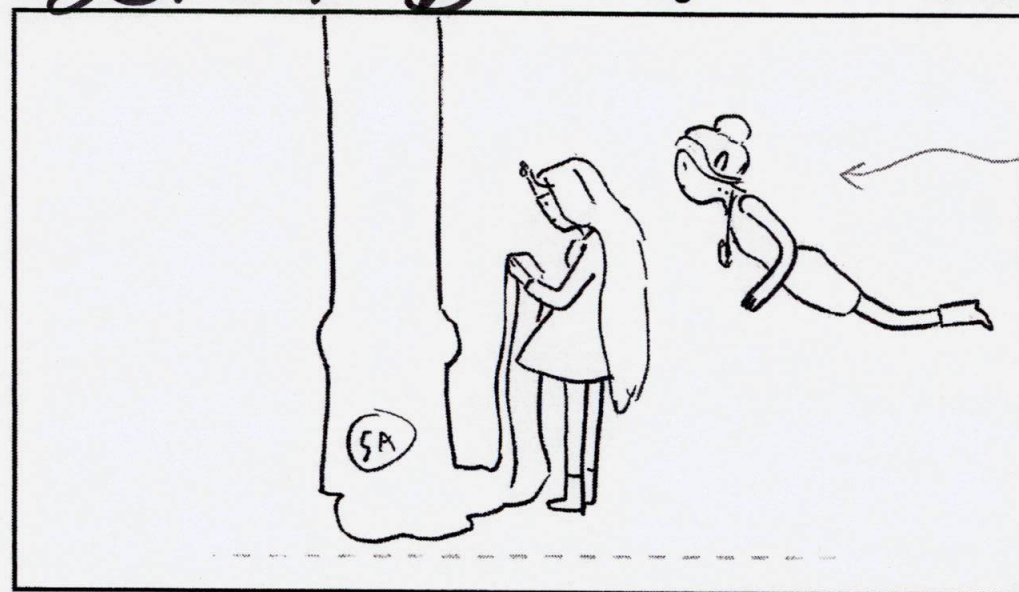
Bg.

day night

Sc. **237 cont** Pnl. **B**

Bg.

day night



EPISODE #

1034-234

1034/234

Dialog:

(PB)

IT'S LIKE HGR DATA LEFT
A SHADOW PRINT ON THE CIRCUITRY.

Action:

- M. FLOATS ON/S

SEP 18 2015

Timing:

Production:

1034/234

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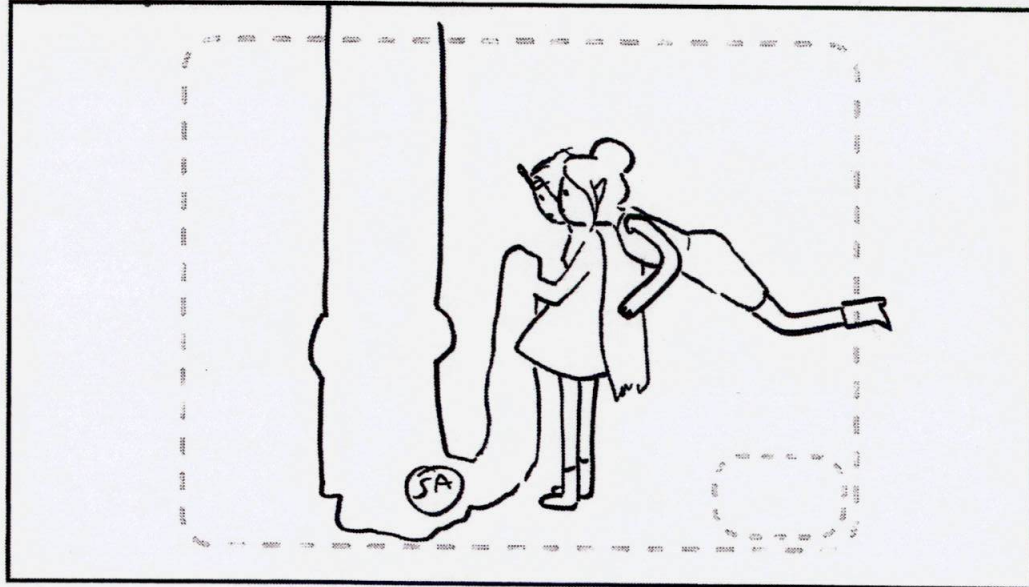
ADVENTURE TIME



Sc 237 cont Pnl. C

Bg.

day night

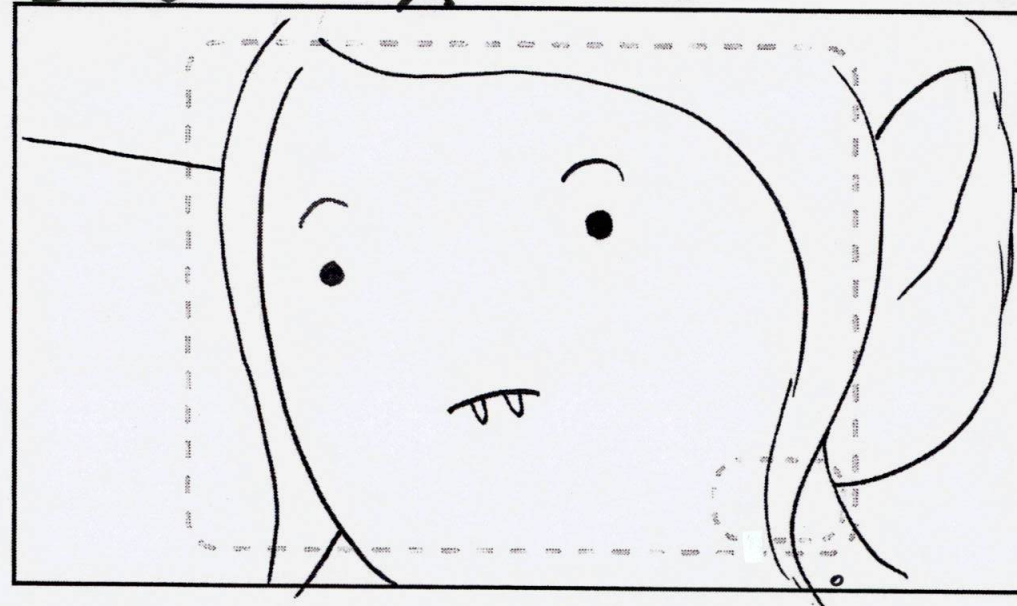


Sc 238

Pnl. A

Bg.

day night



Page 288

EPISODE #

1034-234

Production:

1034/234

Dialog:

Action:

Timing:

SEP 18 2015

1034/234

ADVENTURE TIME

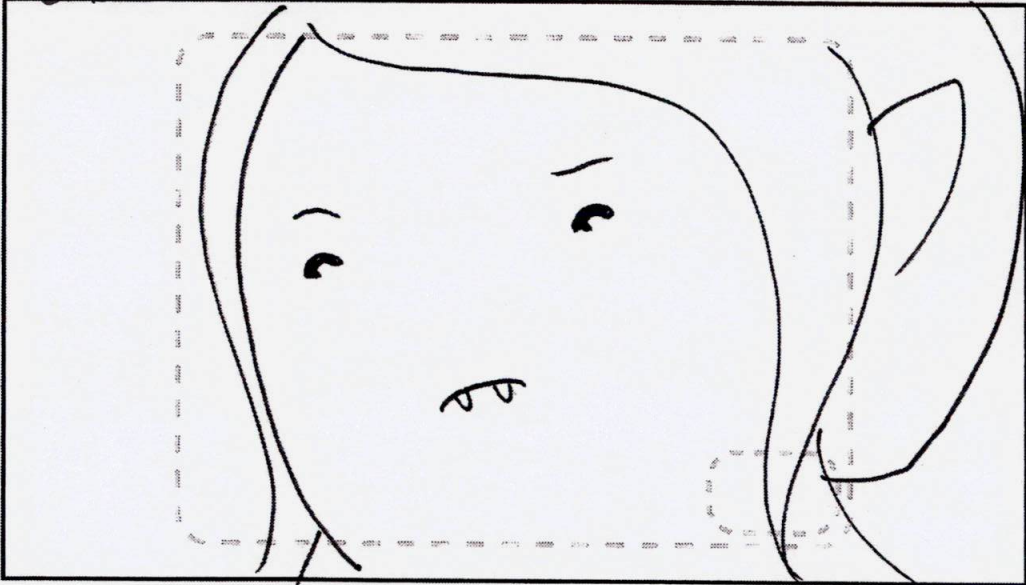


Next Pg 291

Sc **238 cont** Pnl. **B**

Bg.

day night

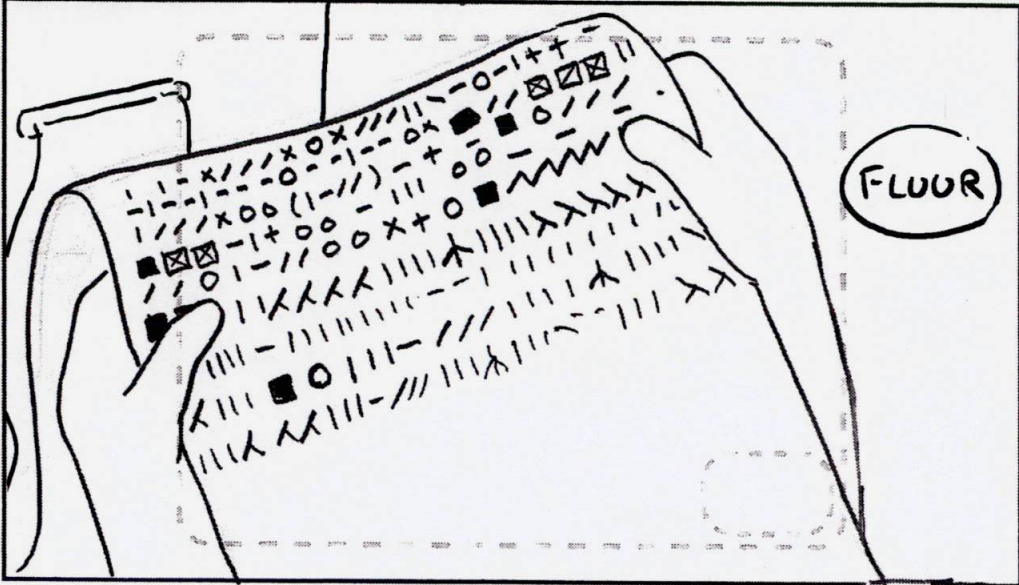


Sc **238A**

Pnl. **A**

Bg.

Page **289**
day night



1034-234

EPISODE #

Production:

Dialog:

(M) hmmm

Action:

— M squints at read out

random knitting symbols **X X X -10**

Timing:

SEP 18 2015

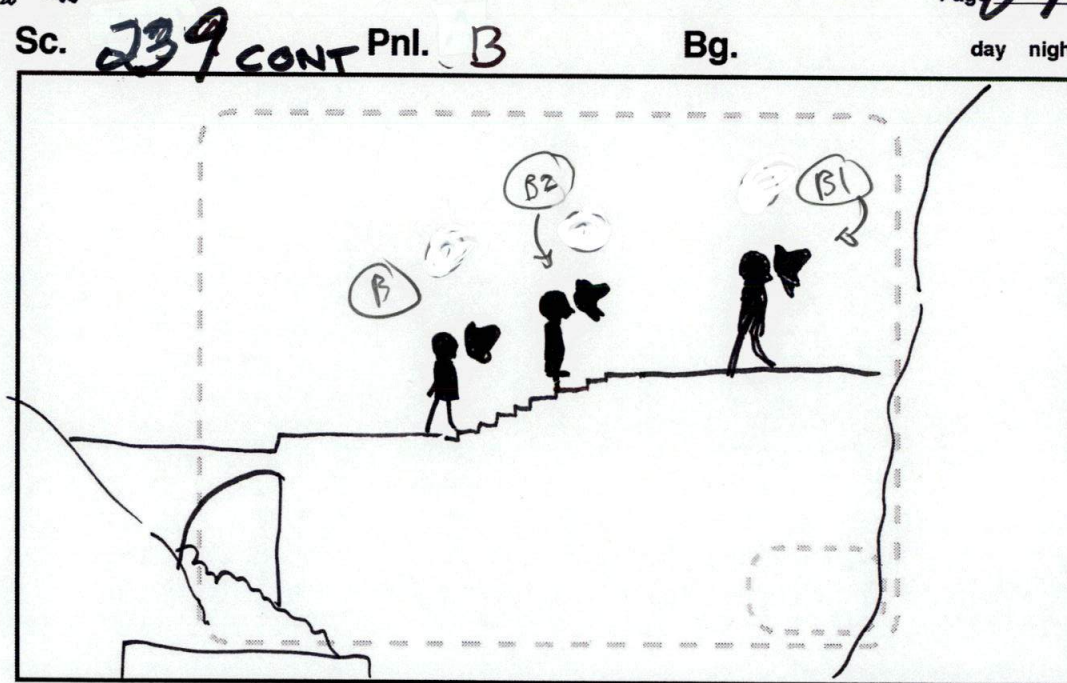
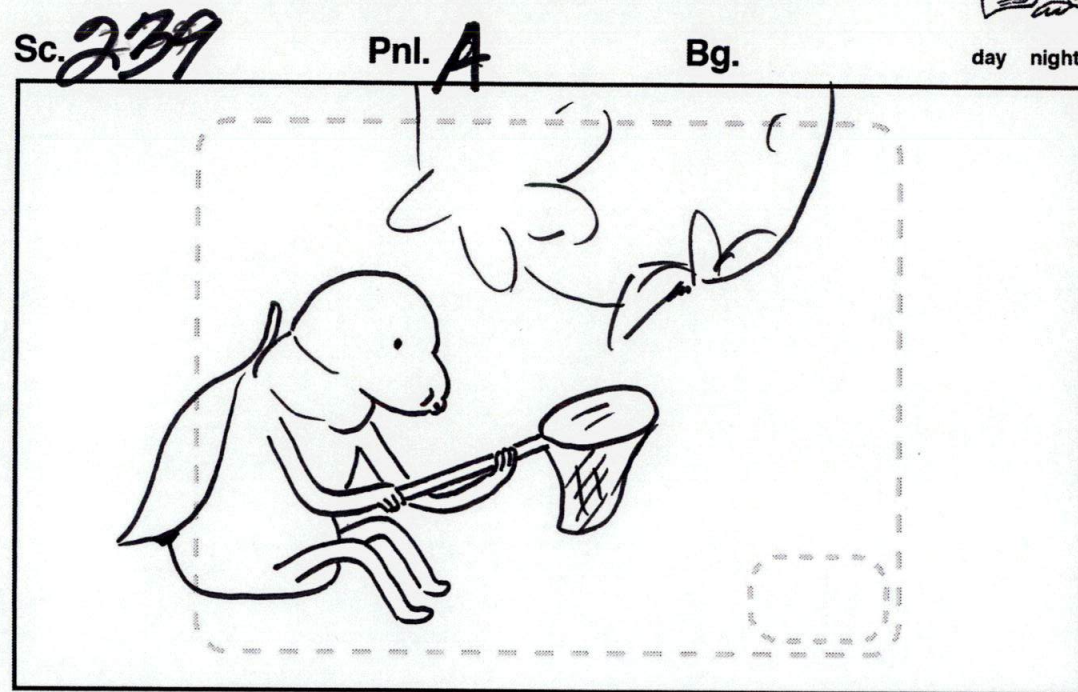
1034/234

ADVENTURE TIME



NO SC240

Page **290**
day night



Dialog:

(Gunther) (whistling)

(S) so what was that thing you were gonna tell me?

(B) oh I just said that for.

Action:

(DB6) in crown world -pan ↑
UP TO SIMON + BETTY.

Silhouette of Simon & A.I. Betty's floating head
SEP 18 2011 walking

Timing:

SEE
PAN ON
NEXT PG.

EPISODE # 1034-234

1034/234

Production:

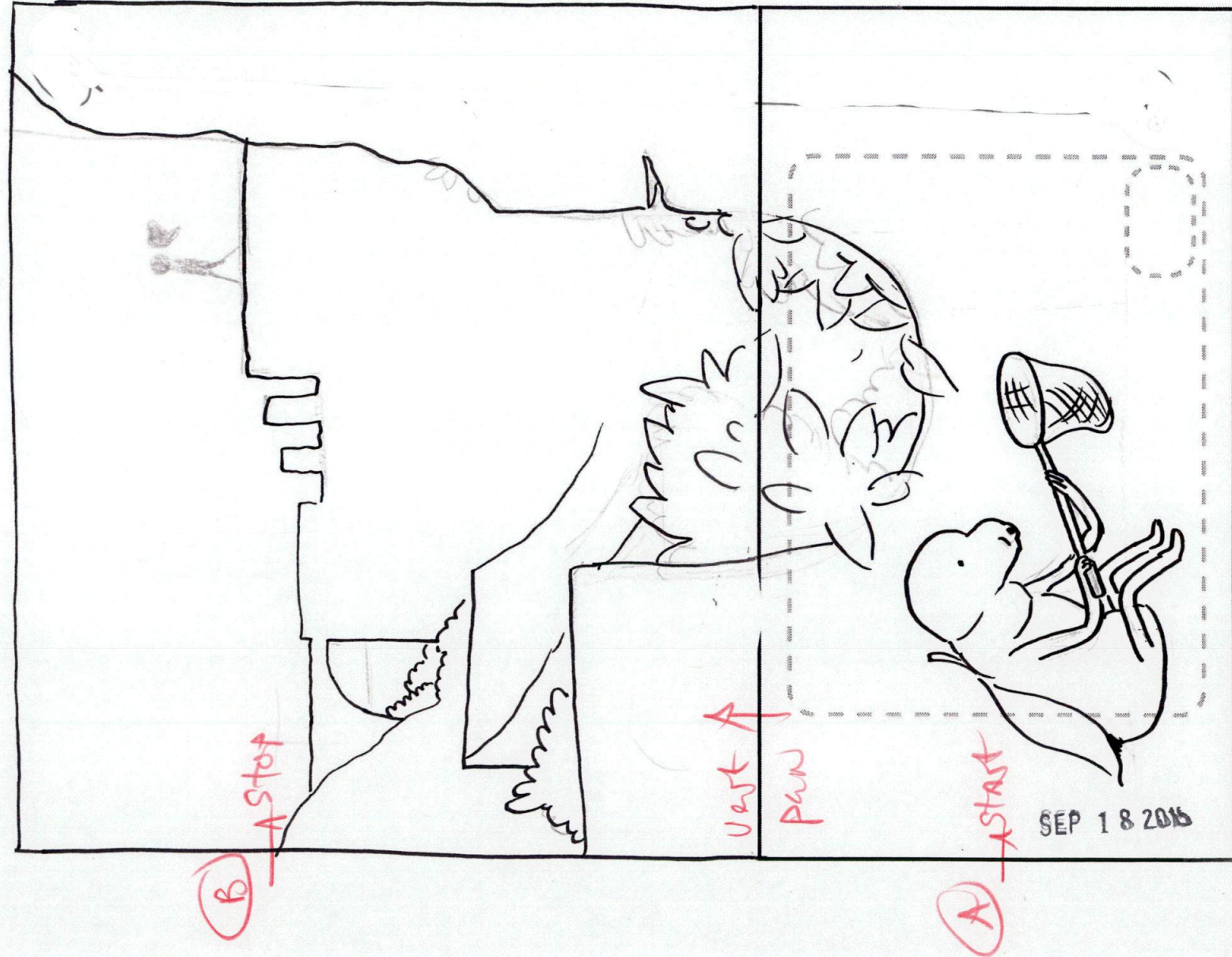
1034/234

1034/234

SC 239

< CAM. MOVE REFERENCE >

pg 291



1034-234

1034/234

1034/234

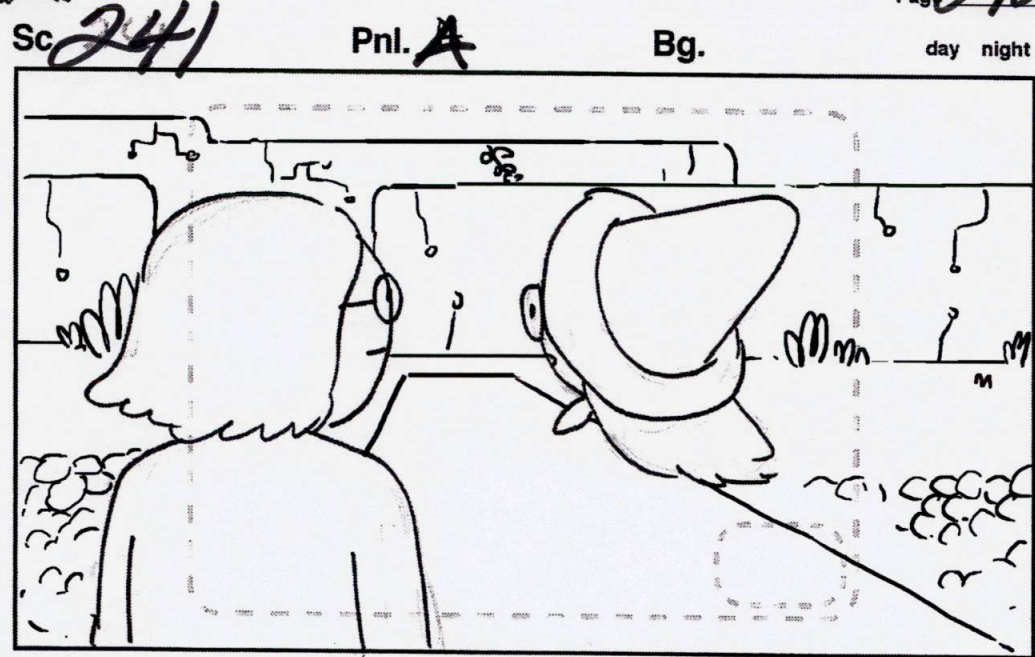
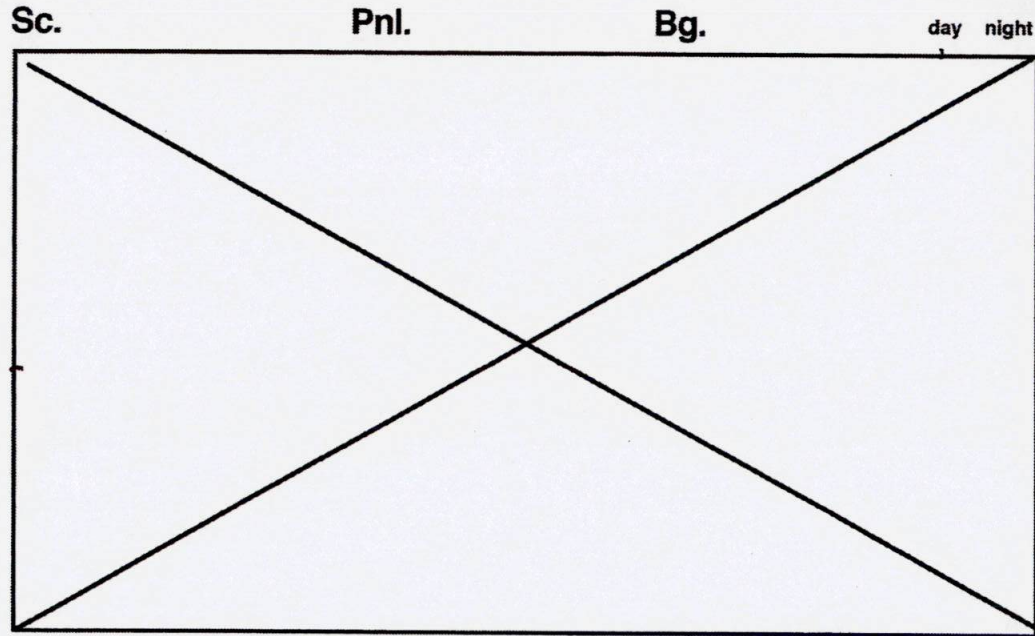
1034/282

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ADVENTURE TIME



Page 292



EPISODE # 1034-234

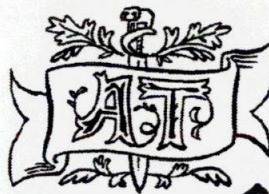
1034/234

Dialog:	(A) [REDACTED]
Action:	(B) <u>Drama</u>
Timing:	<div>Bi-pac Set-up SEP 18 2015</div> <div>BG w/ TRUCK IN LEVEL</div> <div>truck IN w/w SIMON steps</div> <div>SIM / BETTY LEVEL</div>

Production:

1034/234

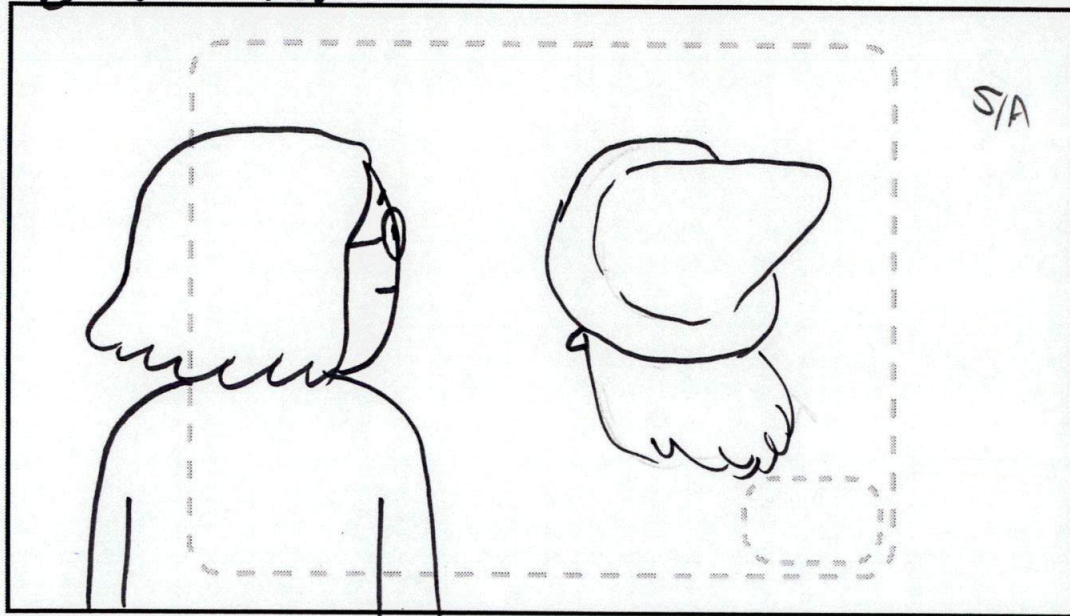
ADVENTURE TIME



Sc *24H cont* Pnl. *B*

Bg.

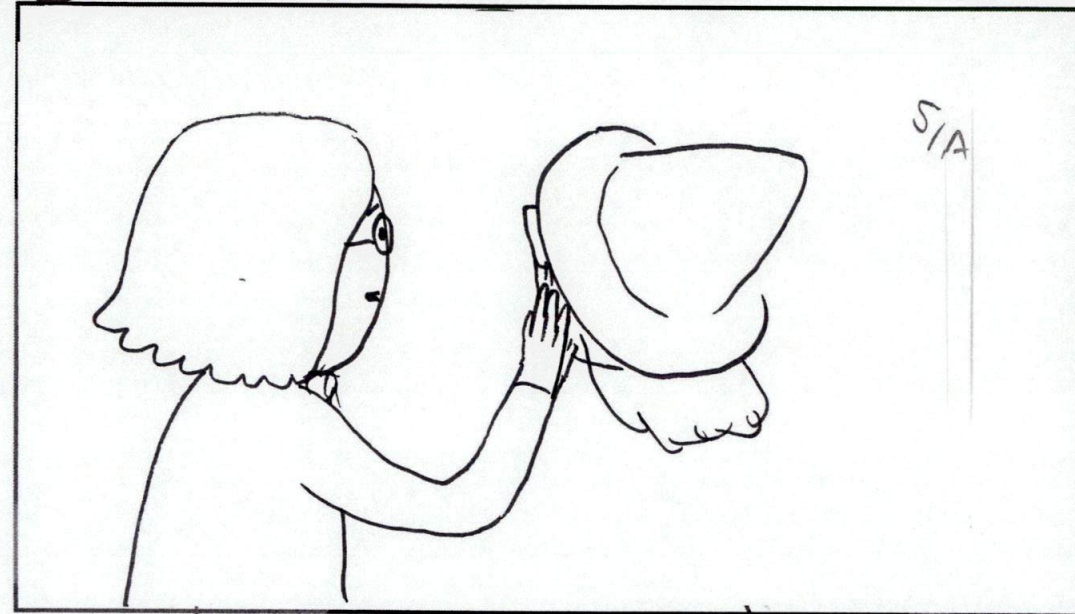
day night



Sc *24H cont* Pnl. *C*

Bg.

day night



Dialog:

B/ It would drive you crazy.

But at least you'd never stop thinking about me.

⑤ Betty....

Action:

Timing:

SEP 18 2015

Page *293*

EPISODE #

1034-234

Production:

1034/234

1034/234

1034/234

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ADVENTURE TIME

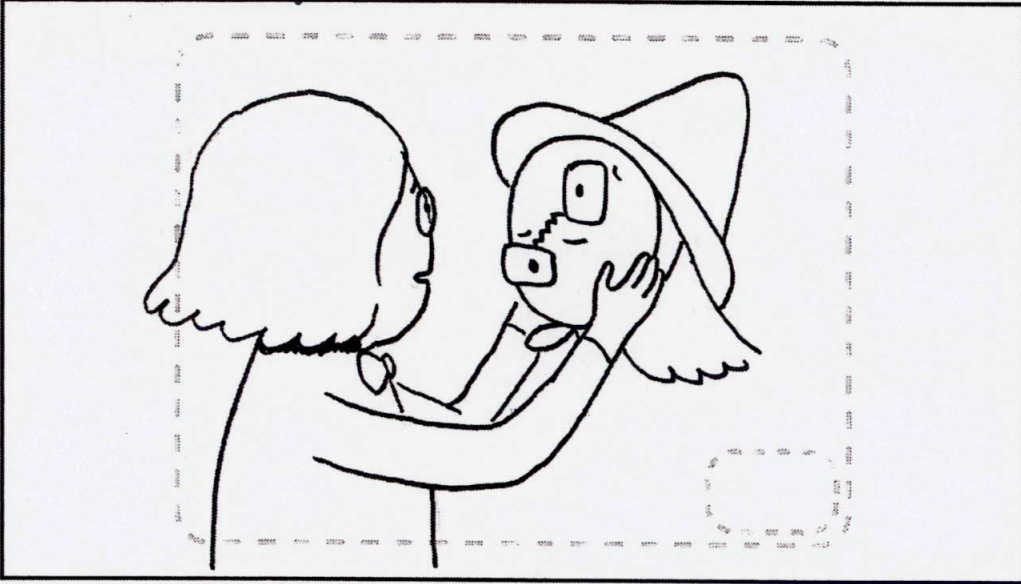


Next Pg 296

Sc *24H cont* Pnl. *D*

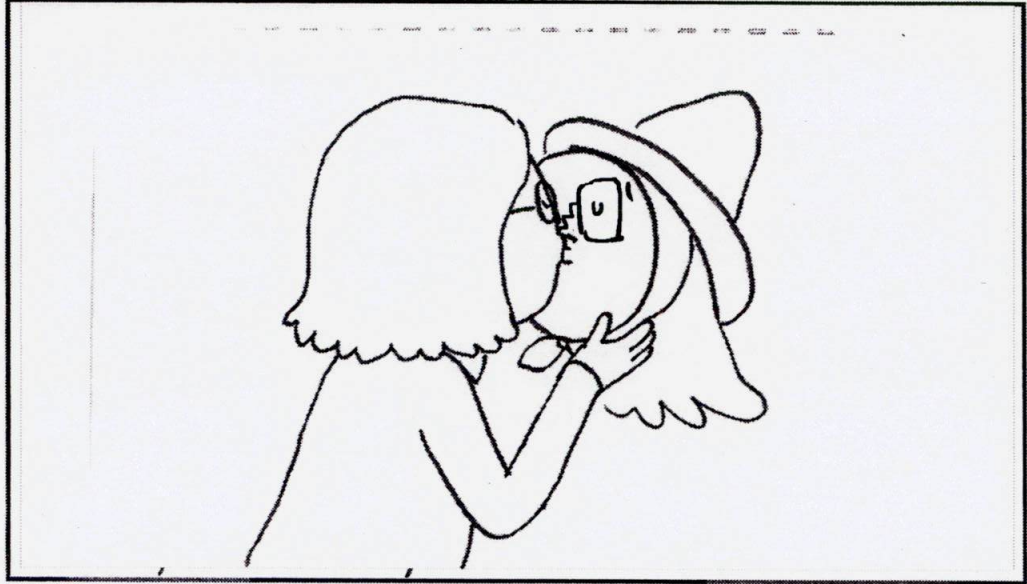
Bg.

day night



Sc *24H cont* Pnl. *E*

Bg.



Page *294*
NO PG 295
day night

EPISODE # 1034-234

1034/234

Production:

Dialog:

⑤ I never could.

⑤ SFX Kiss Kiss

Action:

*- BETTY TURNS TOWARDS
SIMON W/ GLITCHED-OUT FACE*

Timing:

SEP 18 2015

1034/234

ADVENTURE TIME



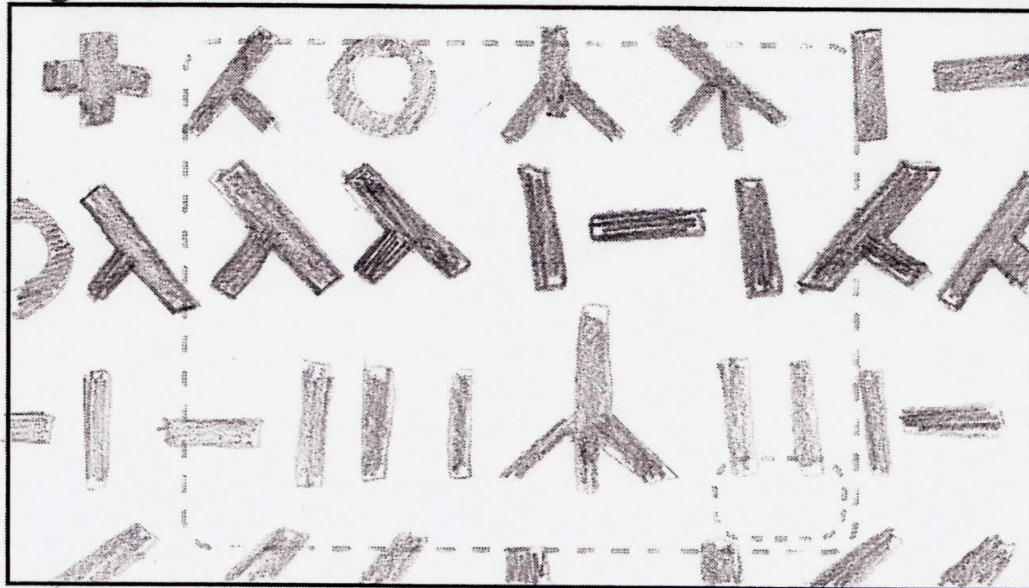
Prev Pg294

Sc. **242**

Pnl. **A**

Bg.

day night



Sc. **243**

Pnl. **A**

Bg.

Page **296**
day night



1034-234

EPISODE #

1034/234

Production:

Dialog:

M(o/s)/ I don't see anything.

(M) these are just weird dots to me

Action:

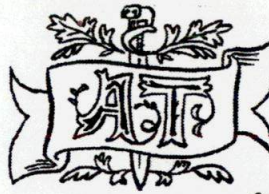
(these are ^{random} knitting symbols)

Timing:

SEP 18 2011

1034/234

ADVENTURE TIME

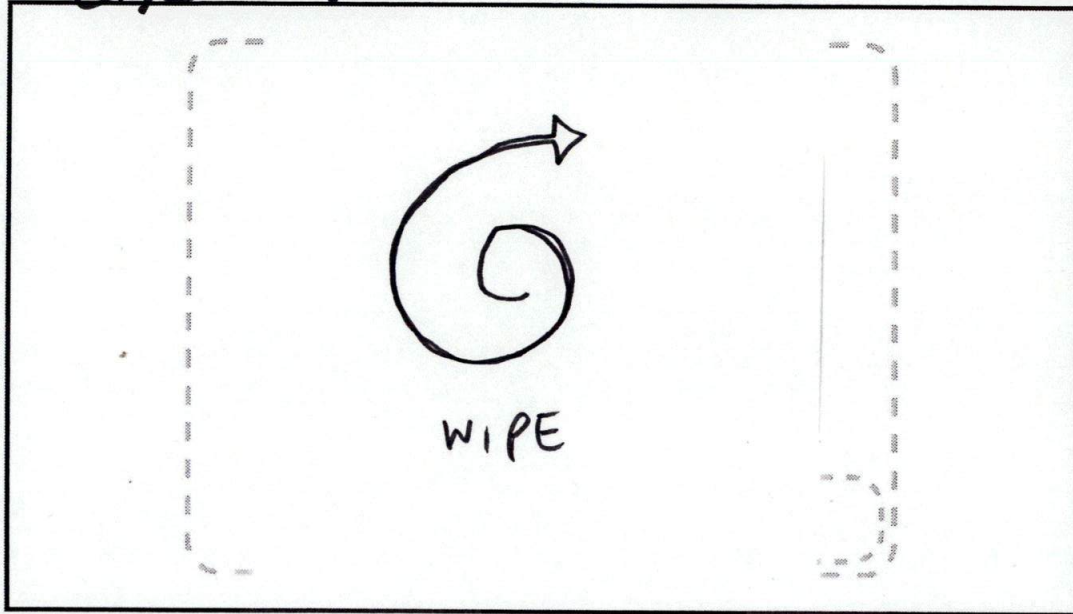


Page 297
day night

Sc. 243 CONT Pnl.

Bg.

day night

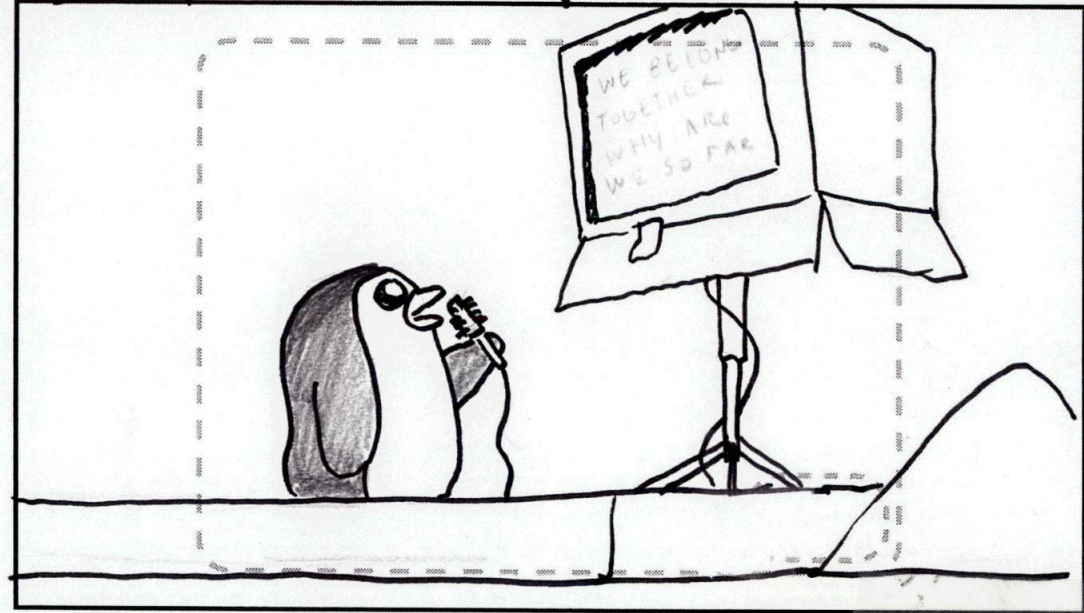


Sc. 244

Pnl. A

Bg.

day night



EPISODE # 1034-234

1034/234

Dialog:

Gunter went. went.
(instrumental) Karaoke music

Action:

Timing:

SEP 18 2015

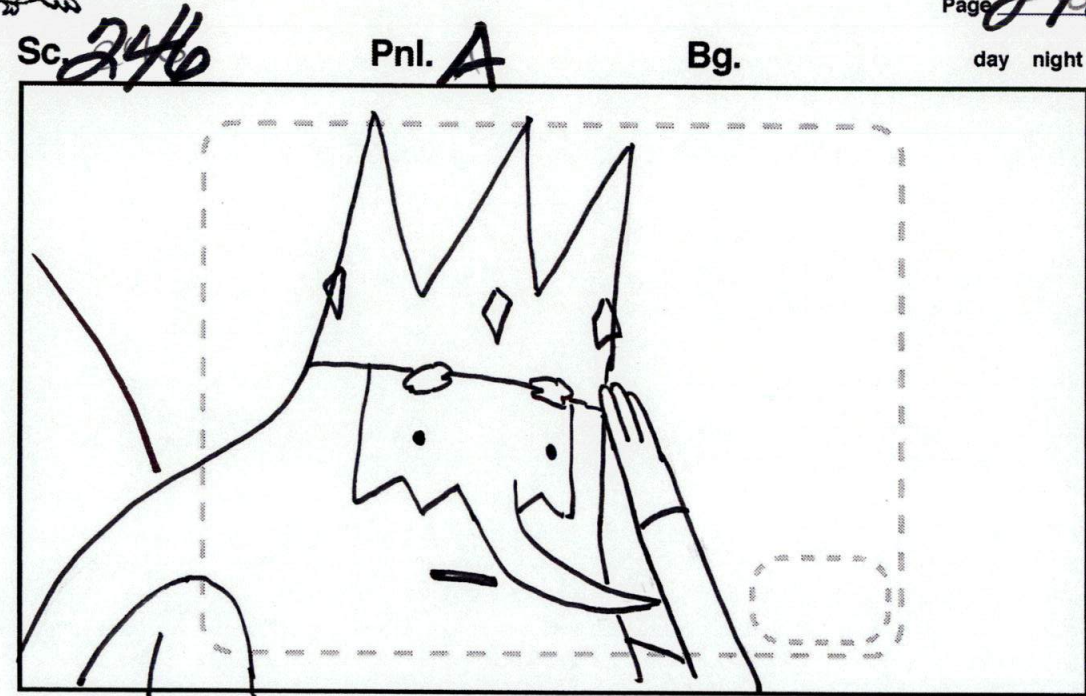
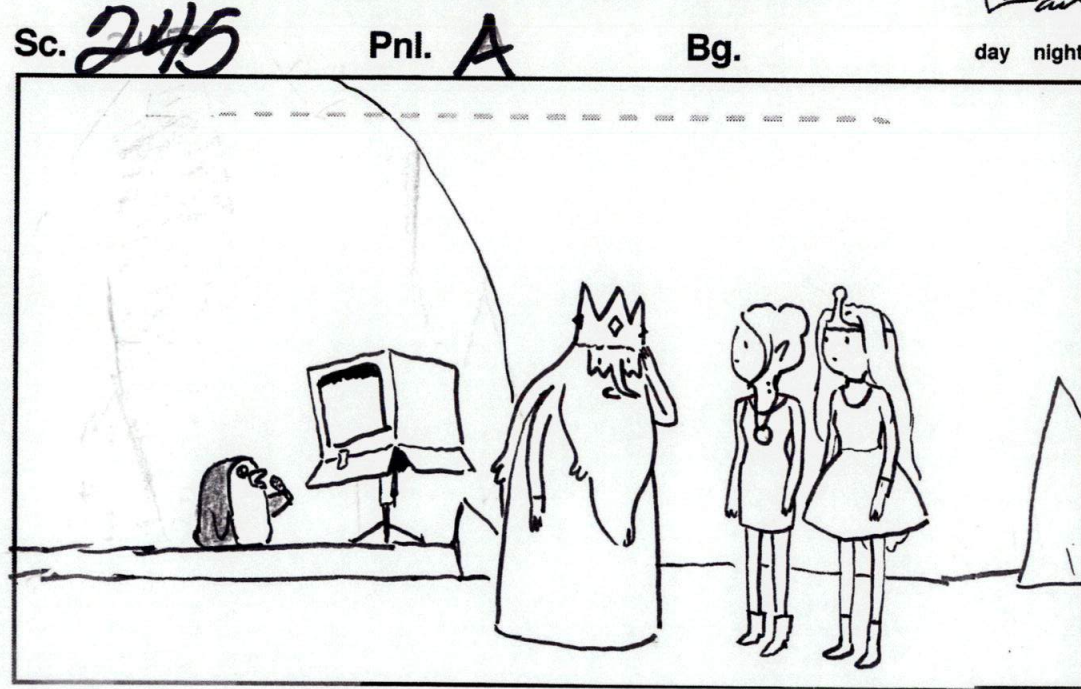
SC 244
Pnl. A
★
The ~~the~~ letters
highlight
like real
karaoke machine

1034/234

ADVENTURE TIME



Page **298**



Dialog:

(IK) my place is trashed, and I can't remember a thing -

(cont.)
 Gunther **(VO)** went. went.
 (instrumental karaoke music)

Action:

S.P.

SEP 18 2015

Timing:

EPISODE # 1034-234

Production:

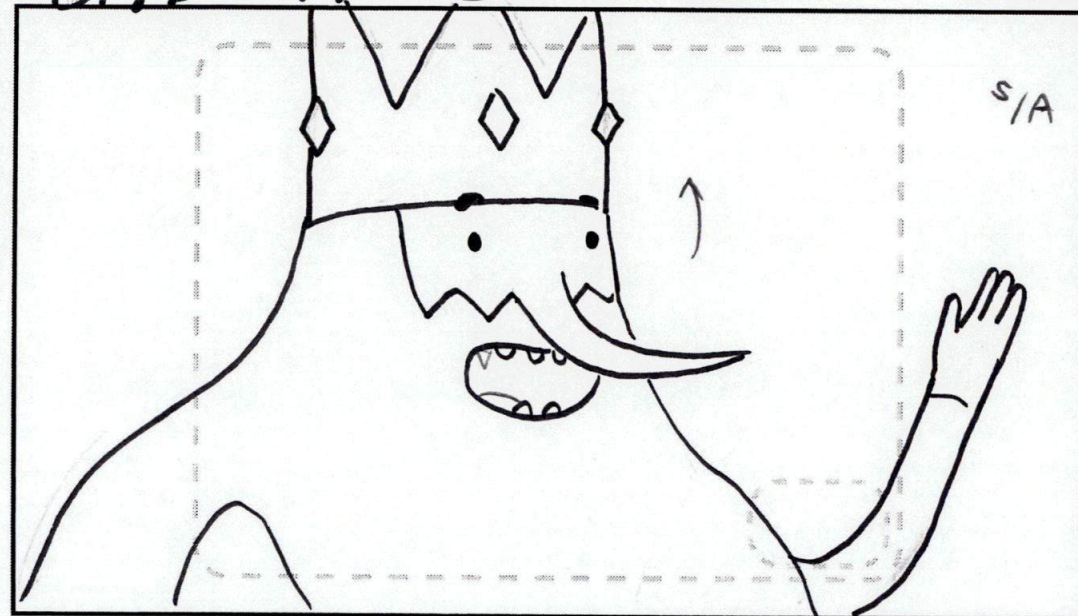
ADVENTURE TIME



Sc **246 cont** Pnl. **B**

Bg.

day night

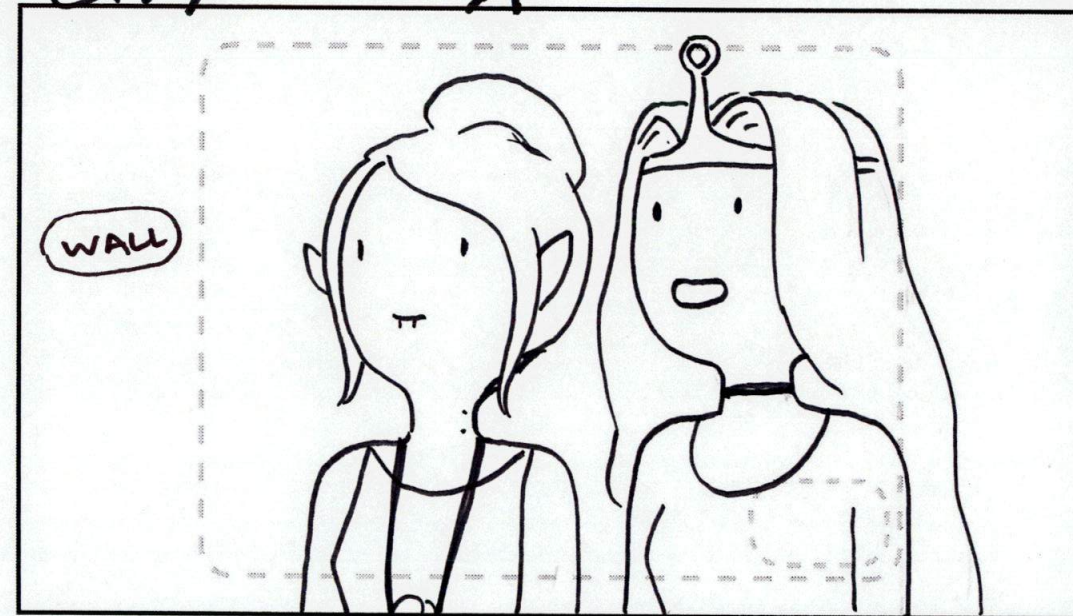


Sc **247**

Pnl. **A**

Bg.

Page **299**
day night



Dialog:

(IK) Great Dinner Party, huh?! **(PB)** Best I've ever Been to!

Action:

(Gunther) (cont.) **(VU)** went. went.
(instrumental Karaoke music)

SEP 18 2015

Timing:

EPISODE #

1034-234

Production:

1034/234

1034/234

ADVENTURE TIME

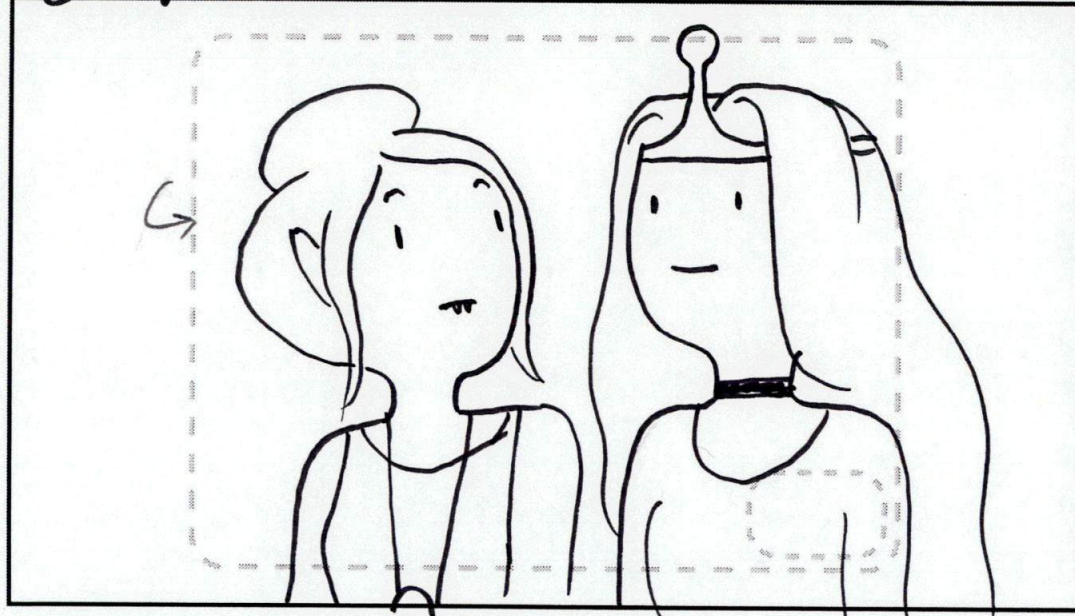


Page 300

Sc. 247 cont Pnl. B

Bg.

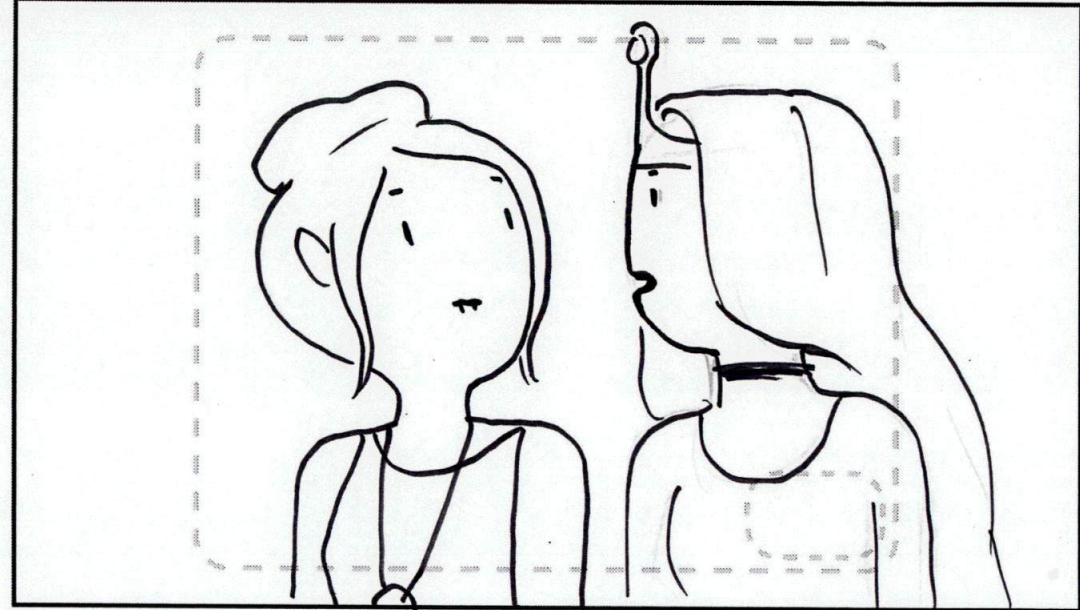
day night



Sc. 247 cont Pnl. C

Bg.

day night



Dialog:

(cont.)
Gunther ~~(V)~~ went. went.
(instrumental karaoke music)

PB what. I don't like 'relaxing'

Action:

-M. LOOKS AT PB.

SEP 18 2015

Timing:

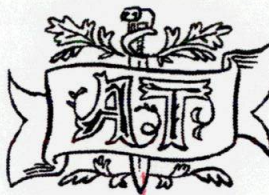
EPISODE # 1034-234

Production:

1034/234

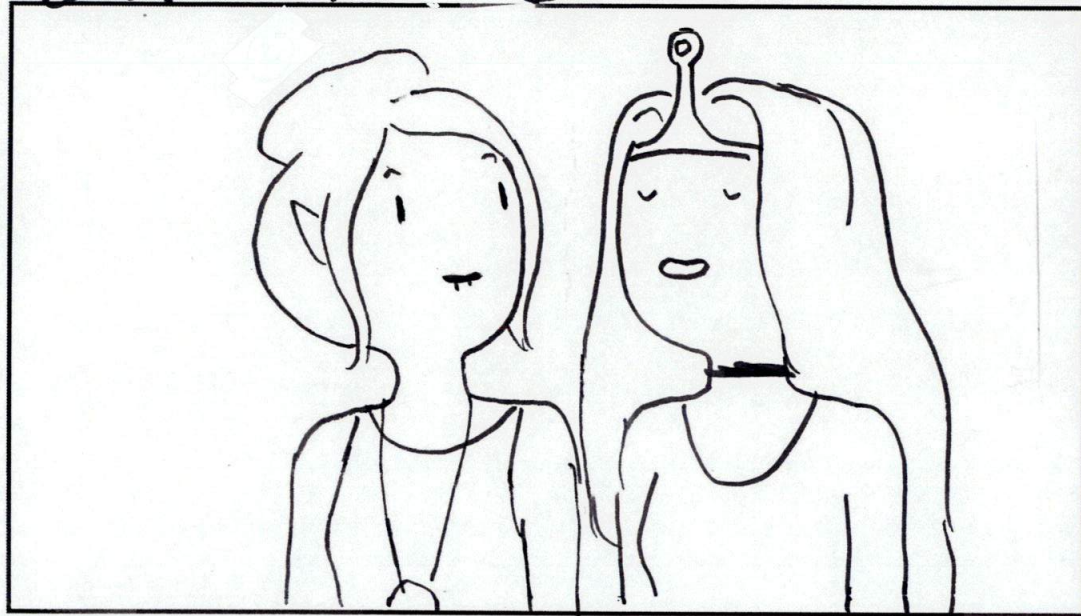
1034/234

ADVENTURE TIME

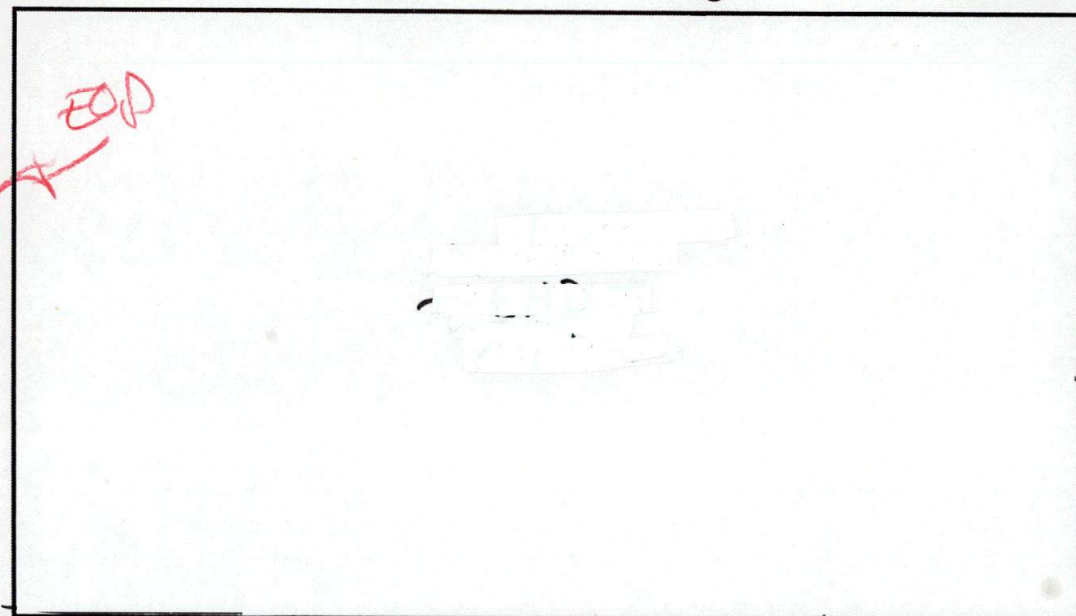


Page 301
day night

Sc. 247 cont Pnl. D Bg. day night



Sc. Pnl. Bg. day night



<p>Dialog:</p> <p>(PB) I LIKE SCIENCE.</p>	
<p>Action:</p> <p>Gunt (u)</p> <p>Wenk Wenk Wenk Wenk</p>	<p>SEP 18 2015</p>
<p>Timing:</p>	

EPISODE # 1034-234

Production:

1034/234

1034/234

1034/234